SHOLARI GLOSSARY

Codes for additional references:
MC - *Maustin Caji* (1984)
CB - *Companion Burdoth* (1986)
CA - *Companion Ardoth* (1987)
ET - *Earth-Tec Jorune* (1988)
IR - *Playing the Iscin Races* (1989)
SJ - *Shanthas of Jorune* (1990)
WW - "Segment Jorune" in *White Wolf* (1986-88)
§ - Essays 1986-1987, unpublished, sold by mail

300KRS 300° Kelvin Return System. Used to return an Earth-tec cryo-bin to room temperature. ET
Abahth The blount language.
Aciloss Klade Private yord services. Member of Lorgin Klades. CA
acubon Fresh water aquatic race mutated from humans. Found in Lake Dau-uh-dey in Khodre.
aerator Very large Earth-tec device that improves durlig crop yields by turning dirt around the root, providing fresh nutrients in the process.
afrid Cork to create worm-like creature. ET
Aggum Klade Tarro trainers (mostly bronth). Member of Pesade Klades. CA
ah'iln Berry poisonous to shantha and most native life. SJ
ah [Chaun-tse] "Home."
ahdis Speaker; orator.
ahgoobung Dobren root from which gawdieth limilate is created.
ahji Banana-like fruit from Dobre. §
ahji sickness Illness caused by spores carried by ahji. It causes nausea, vomiting, fever, and an outbreak of swollen, fluid-filled welts. People who have had ahji sickness often remain pockmarked and weak. CB
ahsk Stalk on corondon's head capable of throwing dyshas.
alert pod Spherical unit that establishes a movement perimeter. It will sound an alarm if any creature enters the protected area, but is not triggered by movement of animals merely in the general area.
all season clothing Clothes which regulate temperature for wearer. Comfortable from -20°F–110°F. Distinguishing visual feature is slight silver tinge along seams.
alpha isho Ambient flows of low frequency isho used for slow speed travel by crystal schooners.
ambreh Limilate that adds 3 points to Education. Used when learning languages or skills dependent on memory. Effects last three hours.
ambri Yellowish lichen from which ambreh limilate is made. WW
amulet Shanthic amulets are designed to protect one person from one type of beast or evid.
an [shanthic] "Stone."
anasan [Thowtis] "Freedom."
aniln Crystal spheres deep within caverns of La'Shalta, shanthic "primal home" below Lundere. SJ
annaphon Cork to create advanced reco or genon. ET
anniton Cork to create bio-tec creatures classified as primitive animals. ET
arbrey Disk of dung from an arbrey stack. Used for cooking and heating. Burns without toxic byproducts. ET
arbrey stack Bio-tec creature that eats rotting garbage to produce flat, circular slabs of fuel material used in poor areas for cooking and heat. ET
Ardothian Council Primary advisors to Dharsage, with seats held by Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid, South Khodre, and Tan-Iricid, and an observer from Temauntro.
Ardothian Red Capes An elite unit of Burdothian palace guard which answers directly to office of Dharsage.
armor Metal armor is expensive because of the relative scarcity of metal on Jorune. Leather (bochigon, cattle, clemmisin, corondon, locure, lothern or thombo), carapace, ring mail, or plate armor protect against physical attack. E-rep or deflector armor are Earth-tec resins and plastics that protect against energy weapons, but offer minimal protection against blades or bludgeons. Clear crystal chunks may be incorporated into armor to protect against isho attacks.
arrigeh Plant from which arrigish limilate is made.
arrigish Limilate developed to promote healing in most races (except ramian; see shirm-eh).
ashalta [shanthic] "Focus"; "heart."
Asmir Yordeh Klade Law klade in Gauss Valley and Ardoth. §
Astilene Klade Locksmiths (gates, grates and locks). Member of Kipkle Klades. CA
atra [shanthic] Isho light; glowing isho.
attack cell Larger version of power cell, capable of producing 1,500,000 joules of energy. 8,000 are believed to still exist on Jorune. ET
Atterol Iscin Klade Most prestigious klade in Ardoth, located in Tocour area of Arkin. While its ties to Gauss Valley Associates were severed almost 1,000 years ago, Atterol continues to be <u>the</u> place to study.
auss Harvest season; autumn.
awehf [Thowtis] "Criminal." Woffen diyorda.
awss Public meeting center of a town or city, usually in the middle of the city.
awthew [Thowtis] Woffen who has become a "wretched one" (alcoholic) from overuse of stomeh and wholl. They tend to be loud, but non-violent. They walk with a hunch.
awthew-tie Limilate, made from stoma and parthage wine extract, developed to cure awthew in woffen. Produces nausea if alcohol is ingested. Causes sickness but returns user to normal walking and alertness.
aylon "Far place."
Ayloni Of or relating to Aylon.
baht [Boru] Bronth family group, usually thirty to forty members.
balweze Melon whose top leaves cause indigestion for woffen.
bargeer [boccord] "Adulthood."
Barrij Klade Rope and net makers. Member of Bohod Klades. CA
battle harness Powered combat armor; battle suit. CA

beagre Two-legged scavenger filling position of rat on Jorune. Those found in cities are comfortable living on garbage and the refuse of civilization. Those found in the wild tend to move in packs and will attack en masse if hungry enough. Starving beagre are used for entertainment in sherja exhibitions in some unsavory establishments.

beaster Person who hunts especially dangerous creatures.

bebbermise cream Type of sweet Oriem cream candy sold at Bep Clep. CA

bebbic Shellfish found off Sychill's coast. §

Belli Klade Potters. Member of Cassadon Klades. CA

beta isho Extremely high energy isho that creates fast moving channels for travel.

bibibit Thriddle teaching toy: Wire with beads, used to teach sets and numbers. CA

biffid Type of fish. §

binders Earth-tec plastic handcuffs/manacles. ET

binkers hamn Fried flat steak made of minced durlig heart, pillit, and meat byproducts. Known to make the unskilled palate ill. No one quite knows where the dish originated, but it is sold in the Clavis area of Shandane District in Ardoth.

bio-tec Human technology of creating new creatures and plants through use of corks and incupods.

bio-tec buddy Slang for reco.

bio-tec cycle Technique for reproducing existing bio-tec creatures, or for creating new ones. Basic genetic information is encoded into a cork's central material, cork is carried into position on incupod by busk, and bio-form grows in incupod. Birth of genon or reco occurs when incupod splits open and new life form dries and begins responding to its programming. Recos or genons can be forced to produce corks of themselves by application of TRoJaX, which cuts lifespan of creature to 1/10th normal. ET

birch-bulb Bitter red food root from the Essanja. Also used to create a strong red dye for cloth. CB

birl stranded grass Food necessary for Cushindell moths to produce Cushindell silk. It grows in marshland and must be constantly tended. CA

bit Smallest unit of currency. 1/100th of a gemule. Physically a crude, ugly crystal with rough exterior. Not considered currency in quantities greater than 100.

blaster Earth-tec plasma weapon.

blosh Symbol understood by crugar and woffen to represent woffen suffering at hands of the crugar at the Ninindrue Plague Slayings.

blount First of Iscin's animal creations, an intelligent bipedal frog.

boc-rod Crystal fragment capable of storing energy. Used by crill as defense against isho storms or isho attack.

boccord Mutant human race characterized by superior strength.

bochigon Large, incredibly stubborn pack animal capable of self defense. Brought to Jorune by lamorri as riding mounts.

bochigon dung disease Septic infection of open wounds first discovered when bochigon were used by Shandane at Mairamin in 3017. By tradition, this was the cause of Shandane's death in that battle. CB

body isho One of the three dysha forms; must contain Launtra. Most common use is as a touch or trickle discharge into body of target or caster.

Bohod Klade Weavers specializing in Cushindell silk sails. Member of Bohod Klades. CA

Bohod Klades Group of klades primarily supporting fisherman and merchant vessels. Mother house in Old Aylon, Jasp. Some member klades: Barrij, Bohod, Shelt, Shoukt, and Yampher. CA

bohor ahandi (boh-HOOR a-HAN-dee) [Boru] Long game.

bohor-ahandi (boh-HOOR a-han-DEE) [Boru] Endless battle or war.

boji [shanthic] Wild plant whose leaves are used in curing skin and thailiers of corondon for use as weapons and armor.

bolt One of the three dysha forms, most common to Desti group. Manifests as raw isho in long, thin forms approximately 2'-4' long.

Bomoviri Crugar equivalent of a devil or demon; an insult. Reference to the true cause of Iscin's death according to crugar religious tradition.

Borkelby tarro Largest of the tarros. Common to south Dobre.

Boru The bronth language

bosin [Boru] "Great watcher." Tarro trainer.

breather Earth-tec device designed to permit an air-breather to remain submerged in water by providing a supply of oxygen for up to twelve hours. Breather fits over user's mouth. Requires a function cell to operate.

bronth Iscin race, descended from the bear.

Bryne Klades Sobayid klades with outlet in Lower Manser in Ardoth. They offer keo'sko, linryte and rusper. CA

Bryne Streeter Human diyorda of Lower Manser. CA

brynk Hardwood valued for making musical instruments and longbows.

bursler Genon designed to locate water, burrow down to it, gorge on the liquid, return to the surface, and die. After death a bursler seals and creates a container of pure water for observant travellers. ET

busk Beetle-like bio-tec creature that exists to implant corks into receiving dimple of an incupod.

byritt Chunk of deep fried durlig flavored with crethin and other spices. A popular fast food.

ca (ka-) [shanthic] "Group." Usually used in terms of moon sects (e.g., Ca-Tra, shanthas of the moon Tra), but occasionally in reference to other groupings of people or inanimate objects sharing a common trait.

ca'aniln Three day period between birth of a shantha and the young shantha's emergence from the placential sack in which it is born. SJ

Ca-Desti Shanthic sect of "The Red Harbinger"; color of the cult and moon is red. This cult can be found in Loh'Oden, south of Dobre. Ca-Desti were makers of thosks and early evids.

Ca-Du Shanthic sect of "The Illuminator"; color of the cult and moon is amber. Makers of blades and keeper rods, and tenders of herds. Found in south Dobre, Crendor, Ros Crendor, and East Trinnu Jungle Lands.

ca'go'aci [shanthic] "That which is against the naull." Darkness in isho. SJ

Ca-Gobey Shanthic sect of "The Protector"; color of the moon is black, color of the cult is brown (though they

occasionally wear black). Builders of great shanthic cities, and creators of warp maps and isho receivers. Found in Drail and central Lundere.

Ca-Launtra Shanthic cult of "The Flow"; color of the sect and moon is green. Tenders of plants and makers of limilates. Found in Delsha, Drail and Thantier.

Ca-Shal Shanthic cult of "Keeper of the Ancient Order"; color of the sect and moon is blue. Creators of elip ston and crundorra. Found in eastern Lundere, Voligire and southern Gilthaw.

Ca-Tra Shanthic cult of "The Warp Maker"; color of the sect is white and color of the moon varies. Makers of cle-eshtas and controllers of warps. Found in Doben-al, Burdoth and Anasan. Ca-Tra have dedicated themselves to serve as sholari and trade their teachings to recover shanthic relics held by human, Iscin, and lamorri races. Characters will most often encounter Ca-Tra.

caji [shanthic] "Student." Dysha-weaving occupation available only to muadra.

caji entropy Silly dice game used by player characters to increase their caji character's isho.

caji houser Person who owns an inclep that welcomes caji in particular.

calmra White wine which also serves as an antidote for toxins found in fish caught in Ardoth Bay.

calprin Yord investigator.

calt Yord squad leader.

Cammiger Day 41 Mullin of each year, when merchants and clep owners in Ardoth display their wares outdoors. CA

cankle Grey sugar-like crystal used to nourish recos and genons.

canther The large hump on a cleash's back. The aroma and sparkle given off by it are said to be how cleash control the scarmis.

carapace Hard protective shell of an insect, crustacean or other living thing. Several races on Jorune have natural carapace that serves as armor (e.g., cleash).

cashiln [shanthic] "Walking."

Cassadon Klades Group of klades with mother house in Gauss, Burdoth. Some member klades: Belli, Clerbish, Oriem, and Shelp. CA

Cathoon aloow spew atwoo oow tawep swoola nooh tac [Thowtis] "Cathoon drinks quick and fast." Tongue-twister palindrome used for amusement at shenters. IR

challisk Small metal plate, made from Earth colony spacecraft hulls, given to citizenship applicants in Burdoth.

chaln (chauln) [Chaun-tse] "Clumsy."

Chaun-tse (shawn-TZE) The crugar language.

chausis Fast ship devised by salu and built by salu or following salu plans. Favored by bronth.

chawgis [Boru] Battle tactics school.

chell (shell) Title similar to mayor.

Chen Ichi (shen EE-chee) Crugar form of the Iscin religion.

chil powder Hot spice made from perpya leaves. Popular with jer, who say it keeps them moving and kills any possible infection from jungle molds or bacteria.

Children of Iscin Bio-engineered races created by the scientist Iscin: blount, bronth, crugar, tologra, and woffen.

chiv (chiv) [Rorch-ko] "Tusk." Boney growth that appears on ramian at time of cheever. They are taken as a mark of danger by intelligent races.

chiveer (chiv-EAR) [Rorch-ko] Period of ramian madness apparently related to their reproduction cycle. Results in a vicious blood lust toward any creature unfortunate enough to be in the ramian's path. It lasts a few months and is marked by the growth of chivs.

Chiven Rachu-eh (chiv-en RAW-chew-eh) [Rorch-ko] "Master of one's self." Ramian who resist cheever, known by the purple stain of burst blood vessels in their temples.

choo'i [Chaun-tse] Crugar name for dharmee. §

chote Plant whose leaves can be rolled and placed in the nose to make rancid odors tolerable.

Choulise In woffen lore, the children of Choundra, who tormented woffen, bronth, tologra and blount after Iscin's death. IR

Choun Pwa (shown pwah) Crugar holy day, traditionally the day of Choundra's death. Observed on 70 Auss.

chri (shree) [Chaun-tse] Crugar name for arrigeh, the plant from which the arrigish limilate is made. The root acts as a mild painkiller when chewed.

chwikich (SHWEE-kik) Tall shrubs scarmis plant near their camps so group members can rub against them.

Cie (kye-) [shanthic] Irregular form of ca. Used only before words beginning with vowels.

Cie-Ebba Shanthic cult of "The Sender"; color of the cult is yellow and color of the moon is silver. Builders of teaching devices and shanthic computers. Found in the Shuul between Lundere and Dobre.

Claysis The Ardothian Bazaar. The name has been adopted by several nations friendly to Burdoth as the name for their central marketplaces.

cle Feminine form of dhar. Used as a prefix to denote power.

cle-eshta [shanthic] Shanthic device that acts as a sort of energy magnifying glass.

cle-eshta

cleash Insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of Gilthaw.

cleash capsule Small shelled chemical pod extruded by cleash through a small orifice in the abdomen. There are several types used as weapons.

cleash egg Actual egg from the cleash. The unhatched offspring turn crystalline when heated over flame. The resulting crystallized eggs are used in trade and make popular wedding gifts among humans. §

clemmisin Low slung, hairy carnivore, possibly distantly related to lothern. These large, muscular but passive creatures roam desolate lands of the Hobeh. Their thick hide can be made into armor (+1 to protective value), but it is quite expensive and difficult to obtain. The thick, stringy hair, shaved from hide before making armor, is often saved to make rope. §

clep A store or shop.

Clerbish Klade Performers (actors, singers, musicians, dancers, jugglers). Member of Cassadon Klades. CA

cletch Taxation.

clet Common name for clettip.

clettip Small plucked string instrument from Anasan.
cluslum whistle chant Music of Gloundan natives, which evolved from Sydran pearlice shrine sings.
cluster Common name for a gemcluster.
coddin Small grass thriddle hut.
Codesh'en Klade Tailors. Member of Pesade Klades. CA
coditch Corn-like staple crop of the thriddle population.
coditch-hoc Core of coditch plant. Often carved into jewelry and ornaments. CB
coghtodd Big, round, flat, slow-moving pincher bug found in Cushindell Marshes.
Cole-tish'lie [shanthic] "War of the Tribes." The Great Shanthic Wars from 3100-2100 BC. SJ
coleel Opaline gems produced only by acubon in a process they refuse to reveal to the rest of the world.
colmon Army legion commander.
com yoke Earth-tec communication device that hangs around the neck for communication while moving. ET
combatton Earth-tec combat robots designed for use against shantha during Human-Shanthic War. 400 are believed to still exist on Jorune. ET
comlink Earth-tec personal communication device. ET
condrij Hired fighter; mercenary.
construction recos Line of bio-tec creatures designed to help with construction by providing blocks, glue, or mortar, or support while the structure is in progress.
copra [shanthic] (1) "Master." (2) Isho signature, or soul, manifested in a naull orb. (3) Master of dyshas and isho. (4) Identifying mark especially placed on a challisk or on the Drenn Wall.
coprate Expert level.
corastin Large, semi-intelligent creature.
cork Small plug with genetic information. Controls development of an incupod to create a bio-tec creature ranging from bacteria to dog-like primitive animals.
cormin Red tri-stalked flower. Inedible to Terran-based creatures. Thriddle like to chew the leaves. CA
corondon Large beast with nearly inpenetrable natural armor and large, sharp thailiers (claws). Capable of throwing dyshas from ahsks on its head. Called tirictyve by ramian, techindol by crugar. Shantha make special blades from corondon thailiers.
cortex control Subtronic mechanism to provide data, decision making and program aspects for Earth-tec devices and robotics. ET
cougar Terran stock from which crugar were created. Prides run free in Temauntro as result of Human-Shanthic War.
crendor [Boru] "Home."
creshi Carnivorous fish found off northern coast of Burdoth. Used as food by most races. Often eaten pickled.
creshi skin Rough, abrasive skin of creshi fish. Used in making sandpaper, polishing cloths, and crude cloth. CB
crethin Leaves used to leech durlig to acceptable taste.
cribbard Deck of the crystal schooner where jarkis is stored and heating/cooling instruments are located. WW
crill Desert bird that allows crystal to grow into flesh of its tail for protection from isho storms or attacks.
crisp Pressed and fried jorbus mash. Most popular when spiced and served with byritt.
crith The season of winter.
croid Semi-intelligent species related to corastin.
crool [Thowtis] Hangover; craving for awthew.
crudge Protective skin of corastin and croid.
crugar Iscin's adaptation of cougar. Crugar are tawny yellow or brown; some clans have darker spots in their fur as children. Crugar are able to run on all fours and can move with the packs of Earth cougars that have roamed Jorune since their release from Iscin's lab.
crundorra Hand-held shanthic device. Humans must have a screeper to activate crundorra. Several types exist: Warp (creates permanent warp); isho (draws 20x4d6 isho to user; must be used or kerned within five minutes); evid summoning; stone crumbling (up to twenty tons in one minute); thunder; chamber digging (bores a yard-wide hole down eight yards in half an hour); isho column (keeps a region stable from changing crystal flows for up to six months). SJ
cryallice flower Very expensive, beautiful Jaspian flower with rich perfume and orchid-like appearance. CA
cryo-bin Cryogenic storage container usually found in underground Earth-tec cache sites. Used to store artifacts, machines, weapons, etc. Some were recently discovered by Khodre Allonkarb and by thriddle of Tan-Iricid. ET
cryogenics Earth-tec science of preserving an object or creature at low temperatures. ET
crystal Jorune's mantle is rich in crystal that emanates isho. Underground crystal lava flows influence the amount and type of isho in different parts of Jorune. Fist-sized and smaller crystals are thrust to the surface of the planet by geologic shifts, quakes, and volcanic eruptions. Crystals filled with isho take on the color appropriate to that type of isho; only one type of isho can be stored in a crystal at one time. Stored isho may be tapped by attempting to drain the crystal for temporary increases in power.
crystal armor Armor or clothing with clear crystal chunks worked into it to protect against isho attacks.
crystal dust Finely ground dust from hard, cold crystal. Used in measuring and predicting isho weather. SJ
crystal field Location where charged crystals can be found naturally occurring on the surface.
crystal music rod Thivin instrument with sound box and several vibrating crystals which are rubbed gently with small gum hammers to make music.
crystal of repetition Sculpted crystal that can cause an effect at a specific time each day. Three most common types: evocation of a mood or emotion; daily kerning; modified calm animal dysha that can turn bearer listless. The latter is used in shanthic healing to keep subject relaxed to rebuild energy. SJ
crystals of exit Three sculpted crystals, two held in palms of each hand and one worn around neck, that permit orbs and bolts to be launched from any part of the body. Popular as shanthic jewelry. SJ
Cushdin fabric Colloquial term for Cushindell silk. CB
Cushindell moth Nocturnal winged insect of northern marshes of Burdoth. The moth spins thread to pad its egg sacks; this thread is used to create Cushindell silk.

Cushindell silk Silk from the egg sack padding of the Cushindell moth. Used by thivin to create very fine silk cloth popular with kesht. CA

cygra (KYE-grah) More temperate, less aggressive and more sociable northern cousin of the crugar. Has long, pale fur. Cygra emerged as a distinct race from crugar during their first few generations.

dablos Small genon to provide entertainment. Propels itself with two long arms, climbing, swimming and swinging. Makes a laughing sound when chased or chasing a moving object. Easy to house train. Over the past 3500 years, wild dablos have evolved with a cough instead of a laugh and an occassional aggressive personality. ET

daij (DIEzh) Enervor fish important in the relations between Burdoth and Voligire. Daij meat is used by daijics to detect dysha use.

daijic (DIE-zhik) Originally a person who ate daij meat for insight in tracking dysha users. The term has broadened to mean anyone who actively engages in the detection of dysha use.

Dainayne Klade Cleaning services. Member of Lorgin Klades. CA

darf Carnivorous bottom crawling ocean fish which travels in schools. §

dark warp Warp which cannot be seen through. They radiate a powerful pull on everything nearby. They are rare, unstable, usually short-lived, and signify the boundary between two areas.

dark weach Weakest of the seven basic types of evid, this looks like a weach. It has stingers that inflict brain blast and stiff dyshas, both at -1 to injury. It can sting 2x3d6 times before needing to recharge. SJ

data cartridge 2 1/2" square piece of flat plastic that carries information in text, sound, and pictures for playout on a reader.

Day Colony Thantierian holiday on 1 Mullin of each year. Celebration of Thantierian ties to humans of original Earth colonies. Families bring out treasures of Earth-tec and trinkets for public display and sing their family trees, linking them to the colony. All but pure humans must spend the day and night of Day Colony outside the walls of the Thantierian city in which they may find themselves during this observance.

Day Harvest Feast day following harvest, observed on 41 Auss in most nations of Jorune.

Day Hie Heridothian holiday on 5 Auss of each year to honor Lord Hie, legendary first Sage of Heridoth. Hie is secretly claimed by the muadra because of his supposed small stature.

Day Iscin Bronth observation of the day of Iscin's death on 34 Mullin.

Day Klade Burdothian holiday on 49 Mullin of each year. Official recognition of the klades. §

Day Refugee Jaspian holiday on 18 Auss of each year. Commemorates day in 740 when Aylonis welcomed six boatloads of refugees into their homes.

Day Shandane Burdothian holiday on 66 Crith of each year. Celebration of Shandane's arrival with help for Ardoth in 3007. §

Day Tauther 1 Eris and 1 Auss each year; traditional days to begin tauther. Traditionally, parents give their children a good breakfast, 20 gemules, and directions to Gateway, by the Hall of Drenn. §

Day Terra A somber day of reflection and observance shared by the human realms of Jorune in memory of the destruction of Earth. Human and Iscin races fast during the daylight and end with a feast in celebration of their home on Jorune. Observed on 81 Auss.

dee'ahl [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called lacoya. §

dee'osh [shanthic] Small, underground, private shanthic home or community.

deflector armor Lightweight, webbed, layered composite armor that absorbs and evenly distributes energy of blows and projectiles. Sized only to fit humans.

delse Compact sub-community of dense housing, linked to others by long, narrow roads.

deshari Favored fruit of the shantha. It grows on a small bush that prefers little light. SJ

Desti One of the seven moons of Jorune, "The Red Harbinger."

devil dog Entren term for sawotti.

dhar [shanthic] "Big"; "large"; "powerful." Used as a prefix in a name to denote power. Cle is the equivalent for women.

dhar corondon Largest of the corondon; stands up to 21' high.

dharlerrin Large plantation.

dharmac Amphibious cousin of the dharmee; also carnivorous. WW

dharmee Large, low slung carnivore of Jorune wildlands. Called choo'i by crugar.

dharmee swatter Long, hooked stick made by residents of the Sobayid. Designed to hit a dharmee on its hindquarters, its most tender spot.

dharsage "Great wise one." Ruler of a country or realm.

diagnot Piece of Earth-tec that connects to a patient and sends sensations to a receptor connected to a physician or reader, allowing him to feel the exact sensations of the patient. Sensitivity controls permit diagnosis of painful ailments without damage to the reader, but there is still danger inherent in use.

diaz'cho Edible low scale healing plant grown by ramian in Voligire for food.

diazon Plant which resembles ginseng. Used in preparation of halcen, a limilate used as a sedative. §

dichandra Amphibious creature found in rivers, swamps, marshes and bogs. Their powerful wrist knuckles can subdue an opponent, and these bones are used to make musical instruments and gambling dice.

dichandra stones Wrist bones of the swamp-dwelling dichandra, used for gambling implements and as foundations for musical instruments.

diffee quew Thriddle teaching toy: Puzzle that teaches differential equations. CA

Diomis Klade Glass blowers. Member of Pesade Klades. CA

diyorda (diyordeh, pl.) Criminal.

do-odreh Snake found in jungle lands whose lightweight hide is used for clothing much lighter than leather armor. The cloth is very expensive. Pattern on its skin is caused by a layer of quills beneath the skin that expand when the do-odreh is threatened, making it nearly impossible to swallow.

Dobren League Forces opposing Prince Khodre during Energy Weapons War: Dobren bronth, Lunderian woffen, and Maustin Caji. CB

dolcha (DOL-chah) [Chaun-tse] "Idiot."

doora [Boru] Ancient strategy game played on a wood board.

doora crafter One who makes doora sets. A respected bronth occupation.

doth [Thowtis] Male woffen.

dothobider Grazing herbivore used as a meat animal.

doul Limilate that temporarily adds 5 to a character's Color points. Used by caji when learning new dyshas.

doulsin Herb found in East Trinnu Jungle Lands used in preparation of doul.

drape crystal Sculpted crystal that permits wearer to levitate when Ebba isho is released into crystal. Worn as belt of sculpted crystals. SJ

Drawkis Order Two secret societies have used this name. Thantier originated first group shortly after Age of Monsters to insure position of pure-bred humans as dominant and "legitimate" race of Jorune. Second group has existed for only a few decades, since end of Energy Weapons War, and is dedicated to removal of crugar threat from Jorune (cygra are usually classified as crugar in minds of this hate group).

dreglamon Carnivorous creature with multiple mouths at the end of long, flexible stalks. It is slow moving and is easily camouflaged among the rock formations common to Jorune.

drenn Citizen of Burdoth.

drenn-ton Earth-tec robot which served general community good (lift, clean, carry, cook, defend). Virtually none are still functioning. ET

Drenn Wall Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth's drenn.

drennit One who has acquired drennship through an exceptional act or service.

droffner Genon that simulates a homing pigeon. A material can be rubbed into the folds of skin on its face, and the droffner will be able to fly to the source of the smell when released. ET

Du One of the seven moons of Jorune, "The Illuminator."

duplicator box Earth-tec device that takes a pattern object in one side and a lump of material (such as plastic) in the other and turns the raw material into a duplicate of the pattern item.

duradon Large relative of talmaron. Incapable of being trained or ridden.

durlig Food plant created by Iscin and cultivated by the Earth colony. Necessary for survival of Terran races. Durlig is found all over Jorune.

durlig planter Modified aerator used in establishing durlig field: prepares ground, plants seedlings, and treats soil to insure high survival rate for new plants.

durling Durlig cake shaped into a ring. §

dwebis Small robot designed to care for the Earth colony starcraft and later adapted for work in the cryo-bins. A dwebis is still recommended to remove items from cryo-bins without damage. ET

Dypra Religion where isho is worshipped as an abstract deity; bastardized from Sho-Caudal religion of shantha. The future is foretold with isho, life and death are encompassed by it, and weaves are miracles in the hands of the caster. CA

dysha Energy manipulation. The three forms are orbs, bolts, and body isho.

dyshic One who weaves dyshas. Usually reserved for the Iscin races.

dyte Muadra punk who cannot make a naull and who can cast only Desti dyshas. They are members of a counterculture of young, defiant muadra who have learned an underground distortion of caji disciplines.

Earth-tec Anything built by the original colony.

Ebba One of the moons of Jorune, "The Sender."

ebitra [shanthic] Shanthic form of martial arts.

echo-tec Method of communicating with sophisticated Earth-tec devices that relies on a band worn around the head to relay images and information to the user, and thoughts and commands to the device.

eckgrix Root used by woffen for punishment. It causes permanent yellow blotching of skin and hair, and deterioration of the eyes causing night blindness.

Eecroh Elite ramian shock troops, used for first attacks in Gire raids. Ramian in chiveer are often used as Eecroh. §

eels Earth-tec breathing suit (External Lung Environment Suit) that permits underwater breathing. ET

eelshon [shanthic] Group of shantha, composed of twenty-three sho copra from the seven sects, chosen to serve as a "high council" during a crisis. Last convened at height of lamorri invasion to create Eelshon She-evid. Eelshon also can mean twenty-three official shantha (similar to ten men for a Jewish minyan).

Eelshon She-evid [shanthic] Battle creature created from isho, standing more than 50 yards high and vicious. It was designed as a horrific interpretation of the invading lamorri.

eesh [shanthic] Shanthic extended family, usually twenty members. SJ

egg tin Package of preserved genon and reco corks from the original Earth colony. A single cork from an egg tin can regenerate extinct species of recos or genons. ET

Ehrmer People who inhabit Elcrellia Valley. CB

ekid Second of the seven basic evids. Looks like a floating orb with nodules on its surface. Can fire random variety of bolts and orbs at -3 to injury. Can launch 2x3d6 dyshas before needing recharging. SJ

electrostatic weapons Generic class of weapons including taser and stunner.

elip ston [shanthic] Large underground isho reservoir created by shantha long ago; a vastly powerful isho battery. Capable of releasing isho for a variety of uses (including attack of orbiting spacecraft).

ellish'ebbi [shanthic] Pools of liquid isho found deep in crust of Jorune. Used by shantha in making evids. SJ

ellishondi [shanthic] "Ancient shantha." Shantha stored in a keeper rod to accomplish some mission in the future.

emmersol Flower whose orange petals can serve as a preservative for organic material, such as corastin crudge. Thriddle like eating the petals.

enclep Place where medicine is practiced.

energy cell Earth-tec power source used by most weapons and devices from the original Earth colonies. These can be recharged in several tec-gen devices. There are three types: attack, function, and power cells.

energy repulsor armor Earth-tec armor which repulses many forms of energy, including heat, electricity and radiation. Requires a power cell to operate.

enervor Energy eater. Enervors on Jorune consume isho.

Entren Language of humans on Jorune. It evolved from English.

entris Translator or interpreter, usually affiliated with thriddle and their centers in various cities around Jorune.

epple Vine used in making thon limilate. CB

eris The season of spring.

es'wother [Thowtis] "Home."

eshta [shanthic] "Vision."

Essle Tribal people who inhabited the Essanja before traveling to Sychill by talmaron. Their descendants survive in Albah, Delbah and Saybah. CB

Etton Human religion which believes humans were placed on Jorune by deities. They believe humans were banished from Earth for using technology. They oppose use of Earth-tec; they believe use breaks sanctity of the "religious artifacts." CA

evid [shanthic] Isho construct made from liquefied crystal dust into an animal-like form, capable of specific commands programmed into its isho. Evids are used to condition isho in a region, to defend sites, or to attack enemies. There are seven basic types and other specialized ones.

fadri Thriddle teacher.

farg Enormous swamp dweller with weak eyesight and poor Tra sense. They use great club-like arms to bludgeon prey. §

field ram Earth-tec photo-sonic shock weapon.

flight vest Shanthic vest imbedded with crystals to permit personal levitation and movement in aerial isho flows. Primarily a ceremonial curiosity.

flowers in the dark Common name for nemsis. WW

flue pipe Thriddle teaching toy: Blow pipe holding sharp objects on spokes inside; used to teach harmonics. CA

force wall Earth-tec device that generates protective shield by creating wall of force in specific location.

Founding Day 1 Crith; New Year's Day for Ardoth. By tradition the day the first fishermen landed in Ardoth Bay, approximately 250 PC. §

frist [Chaun-tse] "Claw."

function cell Smaller version of power cell, limited to 50,000 joules of energy with low output. 75,000 are believed to still exist on Jorune. ET

fusion generator Earth-tec power generation system. Now rare on Jorune (but they do exist). ET

gc Abbreviation for gemcluster.

gl Abbreviation for gemlink.

gm Abbreviation for gem.

gs Abbreviation for gemstar.

gu Abbreviation for gemule.

gaaz Small, bazaar-like event. Local name for bazaar in Allidoth. §

galti ore Mineral found in Jorune's crust that brings out special properties in crystals. SJ

gapper Genon which looks like a flat snake and is designed to give its owner a strenuous workout. Defective ones will exhaust an opponent, drive him to unconsciousness, and/or drink his blood. ET

Garshk [Troffa] "Big men eat." Annual celebration among the trarch of Drail on 60 Mullin of each year. Chiefs prove themselves or are replaced during ritual battles and feasting.

gas filter Fits on a human's head and provides clean, filtered air and protection against air-borne poisons and pollutants. Requires a function cell to operate.

gashten [Thowtis] A woffen village.

Gauss Valley Associates Group of klades originating in Gauss Valley and/or following traditional trades. Mother house in Khaun Gauss, Burdoth. Some member klades: Iscin, Jahadda, Liggnie, Mooselk, Plencia, Storuli Blade, and Triwerse. CA

gauthi Cocooned insect beaded into fine rugs woven by thivin.

gauthi rug Fine rug woven by thivin from gauthi. After a few centuries the gauthi hatch from their cocoons, so rugs must be destroyed before they reach this stage.

gawdieth Limilate that permits woffen to run on all fours without discomfort.

Gee'bo'ko'ushic The scarmis language.

Gee'oooooh'po (gee-oh-oo-oh-OH-poe) [Geebo] "Please don't wet me down." §

Geebo Common name for the scarmis language.

gem Base unit of currency among major nations of Jorune. Burdothian gems are marked with laser drills. The center is completely clear of milky color and sparkles with blue, green and yellow.

gem clump Raw chunk of mined crystal preferred for making of jewelry. CB

gemcluster Unit of currency equal to 10 gems. Also called a cluster. Similar to gems in look, but the color in the center is clustered into small, bright bursts.

gemlink Unit of currency equivalent to 1/10th of a gem, or 10 gemules. Also called a link. The center is slightly milky and light blue in color.

gemstar Largest common unit of currency. Worth 100 gems. Also called a star. Completely clear except for the colorful starburst pattern that emerges radially from the center.

gemule 1/100th of a gem. Also called a yule. Well formed crystal with white, milky center.

Gendil Klade Caji orb weavers who create aerial displays for celebrations, marriages and festivals, in particular for the Shower of Light. §

Gends' Rescue Woffen holiday in the Gauss Valley, or anywhere woffen want a reason to celebrate Caji Gends and his Maustin Caji's rescue of the woffen plague victims from slaughter by crugar in 2934 PC. Celebrated on 12 Mullin. §

genon Single purpose bio-tec creature produced by incupods. Also called a reco. ET

genon flare Genon that is about six inches long. When squeezed it produces a blinding light for two minutes. It can produce this light once a day without harm. If squeezed repeatedly, it will burn for about ten minutes before dying. ET

genon light Genon that gives off a steady light for several hours a day. Can be turned off by gently stroking it to relax it. ET

genon pier Genon designed to create a structure reaching out into bodies of water. Will die if not placed in water immediately after birth. It grows very tall, remaining about 3'-10' above water. Every ten horizontal feet of growth, the pier puts down two long legs that lock to create a stone-like support. ET

gerrig Earlier version of durlig which grows wild on Jorune. Tastes worse than durlig.

giddle Fast herbivore of Lundere capable of leaping eight feet to avoid capture. A woffen delicacy.

giddyne Token necessary for entrance to the Mountain Crown of Tan-Iricid.

giggit Larval form of spirric, an insect-like creature with several distinct stages of development. Sought after by thriddle (for the intoxicating effect of the crushed larvae) and by cleash (as food).

gimlit Sweet fruit about the size of a melon. §

Ginja Klade Private yords (personal security). Member of Hudson Klades. CA

Gire (rhymes with 'fire') [Rorch-ko] (1) "Strong." (2) Ramian pirate.

gissyne The most vulgar word in Entren. A colloquialism not to be used in mixed company.

githerin "Retriever"; thief.

Githerin Klade Contract thieves. When operating through the klade, githerin have some legal protection. CA

glider Earth-tec non-powered flight device for short, downward flights.

glispeen Tree found in the Trinnu Jungles. Has thick, acidic sap that burns to the touch. §

glow moss Fairly common moss found near fresh water in intense bio-systems (i.e., forests and jungles). It produces a fairly constant light as long as it lives. The moss – and light – will die within a few hours of being pulled from its home on a rock or tree. §

Gobey One of the seven moons of Jorune, "The Protector."

Gobey/Desti Celebration every 935 days, or every two years, seven months and three days. A major celebration day of the lunar alignment. §

Gomo family snap together Thriddle teaching toy: a construction set. CA

goseen Limilate which temporarily makes males sterile. Used as male contraceptive. CB

gotey Fourth of the seven basic evids. Looks like a spider whose body is a coiled black tongue. The tongue can uncoil to 7'+, striking with great precision, doing damage as Knife. Has long, pencil-thin legs. Can also spit bolts of Desti 2x2d6 times/day. SJ

granthix Bulbous, short-legged, locust-like predatory beetle found in Cushindell Marshes and Trinnu Jungles.

grate stone Similar to a lightweight hibachi. Used for cooking and heating. CB

Great Wanderings After almost thirty years under control of the crugar in Iscin's compound, the other bio-engineered races fled west into Doben-al to seek homes. The Great Wanderings lasted for two generations. Crugar are vilified for Iscin's death and for enslaving other races afterwards.

grenn Disease brought about through contact with the locure. §

grint Cute, shy, defenseless turtle-like creature raised by thivin as cheap meat. CA

grunder Underbelly of the locure. §

gunther burger Ground beagre meat mixed with durlig and deep-fried. CA

gvintch Two meter tall gnarled bush with greenish-blue needle-like leaves. The leaves are easily dried and provide a good source of tinder for fires. WW

HPP Huge portable pile from Earth colony utilizing a slow fission source to generate power and recharge energy cells or provide power to a mobile camp. 981 are believed to still exist on Jorune. ET

hak [Chaun-tse] "Long."

hak-frist [Chaun-tse] "Long claw." Modified spear used by crugar.

Halby Klade Thombo trainers. Member of Hudson Klades. CA

halcen Limilate created from diazon plant. Used to induce limited pain blocking, tranquility and sleep; a sedative. WW

hard-sword Ramian sword crafted from rock indigenous to Voligire region.

harness system Mount system for infusers in Earth-tec. ET

harn Hairless, eyeless desert creature that builds underground labyrinths that are access to deep wells.

harvester Modified aerator which pulls durlig crop out of the ground. ET

haspill Gourd-like fruit that drops from the tree if overripe. Found in Glounda Forest, Dobre, and the Hobeh.

hawma [Chaun-tse] Crugar ritual hut. Built high, crugar must leap to gain entrance to these unusually peaceful structures. Fights are never permitted within a hawma.

herbis Frothy thriddle beverage best served with floating chunks of crust. CA

herris Jail.

Hichandricks Klade Tailors specializing in Lelligirian Cushindell silk. Member of Kipkle Klades. CA

hicho pit Stone-lined depression in the ground used for small fires. CA

hilc (hilk) Limilate which allows ingestion of Joruni plants and animals by Earth-based races.

hirgin Butterfly-like insect.

hishtin Boccord who trains others in interference skills.

Hlonistu Klade Insurance klade started by thivin, but now dominated by humans. CA

Hobra Klade Horse trainers. Member of Hudson Klades. CA

holocam Earth-tec recording device used to create moving holograms. ET

Homen The shenter spirit in woffen lore. Said to have been created by Iscin to bring good company to woffen. IR

hon [Boru] Primitive bagpipes which emit a few low tones. CA

hot-marsh weed Herb with mustardy taste grown in Simbi.

Hotha The tologran language.

hover car Earth-tec vehicle which hovers over the ground using a form of repulsion similar to power ram's. None are known to still be operational. CA

Hudson Klades Group of tightly knit klades offering services and consumer goods. Mother house in Aylon, Jasp. Some member klades: Ginja, Halby, Hobra, Kindrich, Lassiltroff, Learson, and Spallor. CA

huldrin (1) Small thriddle community. § (2) The garment district of Lelligire's bazaar. CB

I-tec Individual repair chips used in maintaining Earth-tec.

I-tec mixer Loader for introducing I-tec into a piece of Earth-tec. It consists of a large vat of "tec soup" through which M-tec will swim, gathering I-tec for later use.

ibich tree White barked tree with almost vertical branch structure. Ibich nuts are popular playthings with woffen pups, but bitter tasting if eaten. CA

ikta [Rorch-ko] "Safe camp."

illidge Place where drinks are served; a bar.

iln [shanthic] "Motion." SJ

inclep Inn.

incuhut (1) Slang for workshop of a bio-tec who deals with the public to produce recos. (2) Chain of bio-tec service centers licensed and guaranteed by the Dharsage in Burdoth. §

incupod Device bio-engineered to incubate and grow recos. Looks like a big, hairy melon.

infuser Optical and power grid system of Earth-tec equipment. ET

inner naull crystal Sculpted crystal which contains naull of a creature, usually a shantha. Those with high Color can probe the naull with simple isho questions about the creature. Most basic form of sculpted crystal. SJ

Iscin (ISS-kin) Name taken by those of learned ability, such as scientists and scholars.

Iscin Klade Scientists and researchers. Member of Gauss Valley Associates. CA

isho [shanthic] "Life"; "vitality." Isho is the ambient energy that flows from the crystals that make up Jorune's crust. It is invisible under most circumstances. There are seven basic types of isho. It can be woven by some creatures into orbs and bolts. Most Jorune natives see with isho. It permeates and flows around everything. §

isho current Large invisible river of energy created by massive underground flows of molten crystal. Isho current determines movement of skyrealms and Jaspian crystal schooners.

isho pumping Great outpouring of power from subsurface molten crystal flows through surface crystal fields. Cause behind Joruni volcanoes.

isho storm Violent outpouring of subsurface isho into the atmosphere. Interacts with ambient isho to create great rolling storm systems which can open spontaneous warps, burn living creatures with excess isho, and/or temporarily drain isho from an area.

Jahadda Klade Pharmacologists. Member of Gauss Valley Associates. CA

jampers Musical instrument like a drum or tambourine. Made with corondon skin.

Jansa Passage Klade Klade specializing in crystal dust used in Joruni funerals. The dead are sprinkled with dust to speed them on the isho wind. One of the oldest klades in Ardoth. Member of Moether Klades. CA

Jar'har Essles who remained in the Essanja and renamed themselves. Guards in Essanja are still called Jar'har. CB

jarkis Crystal structure of a Jaspian crystal schooner. §

Jaspian cure herbs Combination of herbs and a tart root from Jasp claimed to have the cure-all properties equated with snake oil. Note: Limilates sold as Jaspian cure herbs seldom contain the same ingredients twice. CB

jawm Crugar metal currency used on west coast of Temauntro. Equals 400 sawm or 20 mawk. IR

jeesa Frog-like animal which lives in fetid water. It can spray an acidic liquid that burns skin.

jer Jungle runner.

jerrid Joining.

Jerrid Days The first day of each season. Traditional days for weddings. §

jikk Thantierian flute-like instrument. CA

jorbus Orange melon with potato-like flavor. Best when mashed and fried as crisps.

Jorune The Earth name of the planet, named for its discoverer.

Jorune Bio-Tec Company with franchise to provide genetic research and lab services to the colony. Iscin was a JBT employee before he was chosen to go with the colonists.

Joruni Of Jorune. Devotee of the study of things from Jorune.

k'crikss [cleash] Large, narrowcleash ship with masts twice the ship's length in height.

kahn [Chaun-tse] "Cold."

Kastril-don Klade Lelligirian fabric and clothing importers. Member of Lorgin Klades. CA

kayedi Leafy vegetable. Favorite treat of bochigon.

kayum Red root that grows in Ailaudra. Used to make a red stain. Has a horrible bitter taste. §

kee Neuter pronoun used by thriddle to describe members of their race.

keeba Fleshy horn of the corastin.

keeper rod Crystalline rod of shanthic origin used to hold a person or creature for thousands of years. Isho essence of creature is stored in rod until rod expires or is broken. Maximum life of a filled rod is approximately 4500 years.

keether Herb which inhibits the body's to hold onto isho for up to one hour. Carried by caji as protection against isho storms. §

kef [Rorch-ko] "Nets dry."

kelva Waist-high reedy plant similar to bamboo. WW

keo'sko Herb from Trinnu Jungles favored as an intoxicant by scarmis. CA

Kerell Human religion which believes humans came to Jorune voluntarily to help shantha, but were betrayed by them. They revere Earth-tec and try to obtain and use whatever they can. A person is not considered an adult until he possesses a powerful Earth-tec item. CA

kern To expel energy in a crude form.

kerning bay Area of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.

Kesh-ton Advanced Earth-tec robots that served as judges on Earth before the starcraft left for Jorune. They were designed to look like Abraham Lincoln. The word kesht comes from the high position of these robots. Only 24 were brought to Jorune; a tiny fraction are believed to still exist. ET

kesht High citizen of Burdoth, above drenn. Highest status a citizen can attain. Feminine form is keshtia.

keshtia Feminine form of kesht.

Keshtica Yordica "Supreme Court" of Ardoth.

khan "Leader."

khaun "Great son of."

khosall [Chaun-tse] "Watchtower."

kidikyle Barnacle-like crustacean found growing on the bottom of ships and piers.

kim City council or council governing a specific district.

kim's buckle Badge of office worn on a fine yoke across the shoulders, fitted over the center of the chest (similar to old German burghurs).

kimit Council with jurisdiction over a small neighborhood. Operates under a kim.

Kindrich Klade Armorsmiths. Member of Hudson Klades. CA

Kipkle Klades Group of well-known, highly specialized klades known for quality and service. Mother house in Carissey, North Khodre. Some member klades: Astilene, Hichandricks, Letros, Shelpedy, and Shencle. CA

klade Communal child-rearing group used to train orphans or other children in a trade or profession, ranging from thieves to healers. Favored placement given to children of previous members. Similar to a guild.

klavic 5" long insect commonly found in Glounda. They do not bother larger creatures unless in their egg-laying cycle, when they will lay eggs under a host's skin. WW

Klein-Khodre Accord Agreement that ended the Energy Weapons War.

kole post-wood Wood grown in Udah and on Seld. Excellent for use in ship construction. §

kolo "Protector."

kolo shal gasha "Protector of the way."

kolovisondra "Protector of the valley."

komo drag Thriddle pull toy: Cute little corondon on wheels, to be pulled by children. CA

kree [boccord] "Worthiness", the most valued trait.

l'loshu [shanthic] "High jungle."

la [shanthic] "Place." SJ

lacoya [shanthic] Cave of crystal and stone where shantha prefer to build their homes. Also called dee'ahl. SJ

Lalbin Klade Sculptors (stone and metal). Member of Pesade Klades. CA

lamorri Alien race that came to Jorune before humans.

lamorrid Seventh and most powerful of seven basic evids. Looks like small (13' tall) version of Eelshon She-Evid. Does damage primarily with hands (as Fist +6). Can also launch orbs and bolts of Ebba and Du. SJ

lanteen sailed cutter Fast, maneuverable Burdothian sailing ship. Several of these have been outfitted with Earth-tec arms on orders from the Dharsage. CB

laser Earth-tec pulsed laser weapon.

Lassiltroff Klade Cabinet makers. Member of Hudson Klades. CA

Lathuhu [Hotha] "The Day of Landing." Tologran holiday on 5 Mullin which celebrates the tologran arrival at Sharden in 83 PC.

Launtra One of the seven moons of Jorune, "The Flow."

lawmers [Thowtis] Popular woffen garment of loose-fitting overalls.

leafed hiddo-meats Processed slices of cheap thombo meat served as fast food, steamed in pungent perpya leaves. CA

learsis Healer.

Learson Klade Corastin porters (membership exclusively corastin). Member of Hudson Klades. CA

Leathro Corastin Aides A company of the Learson Klade.

Leesh Ebeeca [shanthic] "The Dying Time." Period when humans released bio-tec virus into atmosphere and killed 99% of shanthas. SJ

leesh'ilahte [shanthic] Native spore shanthas use to make organic medicinal compounds much stronger than limilates. SJ

lelligire [Rorcho-ko] "The defeated Gire."

Lermpha Klade Limilate fabricators. Member of Lorgin Klades. CA

lerrin Farm.

Letros Klade Private yord services and training. Member of Kipkle Klades. CA

Liggnie Klade Durlig harvesters. Member of Gauss Valley Associates. CA

lih [shanthic] Naull orb.

lih-ahl [shanthic] Dysha group. SJ

limilate Drug or medication.

limrah Berry which is a favorite intoxicant of crugar.

line dust Crystal powder used to evaluate isho weather.

link Common name for a gemlink.

linryte (1) Jungle vine with deadly poisonous leaves. (2) Soothing but expensive nerve tonic made from heavily processed linryte leaves. CA

lirgin Predatory beetle found in Trinnu Jungles. It often inhabits the fur of the farg. Cleash consider lirgin juice to be an aphrodisiac; Ca-Du shantha use lirgin juice in preparating shanthic blades and thailierian armor.

lisasha Favored food root of the shantha.

lissen slate Very expensive slate used in road and building construction. Quarried in Heridoth, near Mairamin.

locator Earth-tec transponder send/receive device which serves as a beacon to aid in searches for lost equipment or vehicles. ET

locure Low, armored creature, similar to an armadillo, with claws. The natural covering can be shaped into armor called locurian grunder. §

locurian grunder Very tough form of armor capable of resisting both physical and isho attacks. §

lod Master of the lerrin. Corruption of "lord."

long-scarf Fashionable accessory made from skin of the do-odreh. §

loo-raum [Boru] "Ramian killer." Bronth warship constructed in secret in Crendor province of Dobre.

Lorgin Klades Group of klades viewed with contempt for high prices and poor services. Mother house in Thantis, Thantier. Some member klades: Aciloss, Kainayne, Kastril-don, Lermpha, Mersigh, Rutterbus, Shaedir, and Ubrissa. CA

losht pod Floating enervor plant filled with seeds and usually containing prized crystals.

Lost Children of Iscin Bronth appellation for tologra.

lothern Large, low slung pack animal. Favored by bronth.

lothern carrier Cargo harness tied to lothern back.

loya [shanthic] "Preserved." SJ

lundere [shanthic] "Land of knowledge."

lystra Person appointed by a dharsage to relegate authority throughout a region. Similar to a governor.

M.A.S. Mobile Active Suit. Earth-tec armor which has characteristics of deflector and energy repulsor armor.

M-tec Device that applies multiple I-tec to repair large Earth-tec devices.

Mah Vens Mock-shanthic name of group of about 100 muadra in Ardoth following charismatic leader Craig Pentitholl, who is suspected of using dyte punks in an extensive underground operation. CA

ma'iln Colorful food spore eaten by shantha.

mah (1) [shanthic] "Darkness"; "disturbance." (2) [Thowtis] Female woffen.

mah ashalta-ca [shanthic] "The Heart of the Darkness."

maintec Small robot from Earth colony designed to repair other robots. 90 are believed to still exist. ET

mallmis Thick paste at the bottom of rusper barrels. A favorite intoxicant for bronth.

mandare Savage grey carnivorous beast known to include artifacts, vehicles and household goods among its meals when in attack mode. It looks like a rolling lump with a long neck and teeth. Avoid mandare.

mandare malaise Casual name for vicious bacterial infection that can be caught from unclean entrails of a mandare. Wash immediately after butchering any mandare.

maplet Shanthic artifact that admits the bearer through warps and protective fields at a specific site, often a family burial chamber.

mappor Sculpted crystal held in the hand. Changes an orb when it leaves palm of caster; one orb is woven, but another sent. SJ

Mar'sey Khodre's Ardothian flagship during Energy Weapons War.

mash-macca [shanthic] "The dark lands." SJ

mathin Noxious, foul smelling concoction brewed from a variety of swamp mosses. Enjoyed by blount as an intoxicant.

matter integrator Earth-tec device that bonds two surfaces by complete molecular bonding.

Maustin Caji The original group of muadra that Caji Gends trained in dysha use. Later, the band of exiled caji from Ardoth who rampaged through Anasan, stole a ship, rampaged through Thantier, and were finally stopped by Salrough Gomo on Tan-Iricid used the same name. MC

mawk Crugar metal currency used on west coast of Temauntro. Equals 20 sawm; 20 mawk = 1 jawm. IR

mayoo [thivin] Gambling game played with cards.

meirsh Marsh runner. CA

merbian Small grazing animal from Ros Crendor now popular in Ardoth. Used for meat.

Mersigh Klade Tanners. Member of Lorgin Klades. CA

military Formal organization for career soldiers who can serve Burdoth in any location.

militia Conscript army of men and women from other occupations Burdoth drafts to help defend their local area. They receive training, knowledge and weapons.

millegon Genon related to the tilon. A gland near the creature's mouth produces an antidote to the tilon's adhesive, which can be handy for mistakes. ET

Moether Klades Group of klades with mother house in Ardoth. Some member klades: Jansa Passage, Moether Rug and Silk, and Shamm. CA

Moether Rug and Silk Klade Independent thivin weavers. Affiliated with Shamm Klade and other weaving klades. Member of Moether Klades. CA

moitre tar Cheap tar that pools up in Glounda Forest. Used in cheap construction. CA

moons The seven satellites of Jorune: Desti, Du, Ebba, Gobey, Launtra, Shal, and Tra.

Jorune and moons

Mooselk Klade Feeders (provide animal feeds). Member of Gauss Valley Associates. CA

mother house Central organizing location for a klade. Most often the site of the klade's founding.

Mow-Caw [Chaun-tse] The anti-human. Alternate name for Bomoveris. CA

mowga Wild plant with broad, shallow root structures found throughout Temauntro and parts of neighboring lands. Mature roots are eaten raw as a staple food by crugar and cygra.

muad Muadra without the ability and/or the knowledge to kern or use dyshas.

muadra Mutant human race gifted with abilities of isho manipulation.

mullin The season of summer.

Mundell Recent (about one hundred-year-old) religion that sees the world in shades of good and evil. Humans, Iscin races, mutants, and some shantha are good or neutral. Ramian, scarmis, and cleash are evil and must be destroyed. CA

N-Clyde Cork to produce bio-tec organisms and bacteria, but not creatures. ET

N-pile Neutrino capture converter from the Earth colony. Very small, steady generators built underground. 1590 are believed to still exist on Jorune. ET

nam [shanthic] "Floating"; "levitating."

Nam-An-Atra [shanthic] "Floating Stone of Lights"; also called "The Mooning Stone." Large crystal sphere, located in Bolpey Kerning Bay, which levitates and shoots out orbiting orbs of isho when kerned into. CA

nanker Thriddle teaching toy: Wobble-wheeled toy pushed back and forth between players, taking different routes with each push. CA

naull Reflection of the brain's interaction with isho. Orb a caji creates to display his or her copra. Sometimes used interchangeably with copra.

naull crystal Crystal used by shanthic children to begin creating a naull. Humans can use naull crystals to show their own modest naulls.

nemsis Black algae colony which floats on brackish water. It waits for a creature to go through it, attaches itself like a leech, and dissolves the creature or a limb. WW

Ninindrue Plague Slayings Crugar slaughter of helpless woffen at the village of Ninindrue.

Nirfer Klade Bridge building klade most often contracting with governments. CA

ood [Boru] Bronth subterranean home or den.

odillid Sixth of the seven basic evids. Huge, floating shanthic-looking mouth. It flies at high speed, shooting orbs and bolts at +1d6 to injury. Can also bite at +4 to injury. Can launch 6x3d6 dyshas before needing to be recharged. SJ

orb Most common form of dysha. Sphere projected from palm of the hand, ranging in size from 1" (ping) to 5' (crater) across. A naull is an orb about 1' across.

orb crystal Rechargeable sculpted crystal that can discharge one type of orb or bolt. SJ

Oriem Klade Cream (candy) makers. Member of Cassadon Klades. CA

P-pile Passive collector generators from the Earth colony that turn sunlight into electricity. 86 are believed to still exist on Jorune. ET

P-ton Earth-tec robots designed to lay power lines between colony settlements. 3200 are believed to still exist on Jorune. ET

Palandrinth Klade Lighthouse klade. CA

parthage A wine from Miedrinth. §

pawm [Chaun-tse] Crugar clan, usually eight to fifteen families.

pearlice shrine sings Music form of Sydra. §

perpya Spicy herb whose leaves make hot chil powder.

Pesade Klades Group of klades offering variety of services and consumer goods; often compete with Lorgin Klades. Mother house in Dowsen, Heridoth. Some member klades: Aggum, Codesh'en, Diomis, Lalbin, Sonra Tey, and Untina. CA

pevlar gloves Insulating gloves from the Earth colony, extending over the elbows. For reaching into cryo-bins. ET

pib [Chaun-Tse] "Mouth."

pibber Small, harmless rodent-like creature often taken as a pet. Capable of exposing fangs and claws if frightened or driven to panic (see thist).

pichi Hot spice root from the island of Do'soi. §

pihl berry Fruit used to make sarla dark wine in S'nabla. §

pillit Gland in chin of the thombo, used as an ingredient in binkers hamn. CA

playnut Round, smooth ibich nut used by woffen pups as a marble or for playing catch.

Plencia Klade Oldest food preparation klade in the Gauss Valley. Member of Gauss Valley Associates. §

Pluran Very old, monotheistic religion that worships a god who intended only pure humans to survive on Jorune. Religion of most humans in Thantier. CA

ponteer [Rorch-ko] "The narrow land."

porta source Transportable generator equal to 25 power cells. Can be used directly or to recharge energy cells at the rate of one cell every two seconds. 550 are believed to still exist on Jorune. ET

porter's faint Disease common in damp areas in Essanja. Noxious gases with faint rusty smell cause a person to lose consciousness on the street. Common to Essanjan stevedores, porters and laborers. Essanjans associate the disease with presence of shanthic demons and refuse to offer aid to a fallen person. CB

power cell Small unit, about the size of a D-cell on today's Earth, capable of producing 500,000 joules of energy. 10,000 are believed to still exist on Jorune.

power clip Holds ten power cells and attaches to grip of most energy weapons. Permits fast loading and reloading during combat.

power harness Strength-enhancing framework designed to fit an average human. Gives +3 Strength, -2 Advantage, -7 Speed. 12 hour limit on use. ET

power torch Laser torch capable of cutting through almost any material. Used to engrave challisks.

pulsar Earth-tec laser weapon.

punger Climbing insect from Cushindell Marshes that packs a powerful bite.

querrid One who gathers information for money, usually for thriddle.

qui'chum Wild plant from Sillipus. Cleash use it to make a lubricant which quiets the noise of their joints.

quidillium Plastic-producing bacterium from Earth colony which survived in the wild, creating sheets of plastic on small ponds. Has been transplanted to Ardoth, where indoor pools duplicate swamp conditions to create growing supply of sheet plastic used for rainwear and uncomfortable, but waterproof, clothing. §

quisys The solution in which quidillium is grown. §

ramian Tall, blue-skinned warrior race distantly related to lamorri and probable progenitors to thivin. Only thriddle and other ramian can determine sex of an individual ramian. Ramian are subject to chiveer.

re'owla [Chaun-tse] Flat crugar flute.

reader Earth-tec device designed to display or play text, audio or video from a data cartridge. About the size of a standard sheet of paper and 3/4" thick. Has no screen, just a flat, composite surface framed with thumb-sized depressions that serve as controls.

receptor Molded receiving niche for a maplet.

reco These advanced genons are artificial life forms from the original colony's science of bio-tec. They are short-lived (anywhere from a few hours to a few years) animals that are genetically designed by an Iscin to fill a specific function. Recos hatch from incupods and are created by programming a cork and placing it into the incupod. Untended patches of incupods in the wild may produce a variety of recos with a variety of defects. Wild recos may include floaters, screamers, biters, suckers and head chompers, and/or properly formed recos. §

Reco A Dog-sized creature with four legs and two forward arms, balanced with a long thick tail. Quite intelli-

gent, capable of ranging ahead when walking through woodland or jungle. ET

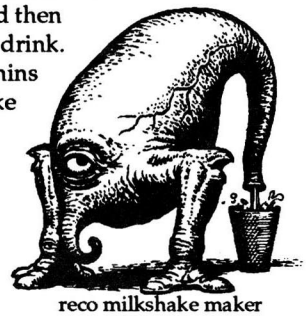
Reco B Virtually identical to Reco A, but with less independence for the traveller who does not want his reco running off without him. ET

reco bridge Reco which grows vertically to a height of five yards and then tips over. The bridge created is very solid and can support a thousand pounds of weight if both ends are supported. The reco dies a few days after transforming.

reco crystal digger Specialized reco digger.

reco digger Reco bred to dig for water, minerals, etc.

reco milkshake maker Experimental reco which soaks up water and then squirts out a thick foamy drink. The drink is high in vitamins and calories, but tastes like Play-Do™. Some are being adapted to provide other liquids.



reco milkshake maker

reco rejuvenator Reco which can stabilize a creature in critical condition. Injects a long appendage down the throat of the injured individual.

reco volunteer Reco bred to draw enemy fire in combat or possible ambush situations.

reco waterlung Reco used to permit underwater exploration for up to three hours. Reco fits itself over mouth and nose of diver and provides fresh and recirculated air.

reen [Boru] "Sorrow."

reener Child's game of "run with the ball." CA

reflector armor Earth-tec defense against Earth-tec weapons.

rehav Tec-ton that harvests trees and plants new ones. 240 are believed to still exist on Jorune. ET

ren Food moss grown on shanthic cave walls.

Replikins Kinderpods Reco research and service company with contract to provide lab and start-up services to the Earth colony. Original creators of incupods; famed for superior incupods.

repulped One-man Earth-tec flying platform. Maximum speed 60 MPH; 1 hour of operation. Only a few dozen are known to exist. ET

rethis Bio-tec creature created by busks when an incupod patch is endangered. It is a marsupial-type creature that exists only to transplant incupods from one area to another. It lives only a few days. ET

rimeen Limilate which reduces Color characteristic and Moon skills by 15 for one day.

rinis Human symbolic medallion of battle awarded by a lystra or dharsage.

Ris Aris [Boru] Bronth day of observation of Iscin and preparation for his return. On this day (40 Eris), bronth avoid the other races and do no work.

rocket pack Earth-tec device permitting travel at 50 MPH for up to 45 minutes. ET

rooseh [Thowtis] "Searcher"; "sailor."

Rorch-ko The ramian language.

ros [Boru] "Original"; "first."

rothis-mats Popular mixture of durlig pulp and sallsa, served as long crispy fritters. CA

rowah grass Native grass which slowly raises temperature of objects resting on it, either cooking them or forcing them to move.

ru-baht [Boru] Larger bronth group, usually up to one hundred bahts.

Rurvi Tchorco [Rorch-ko] Motto of the ramian: "Powerful silence."

rusper A common drink, like ale.

rusper-hum Rusper addict; drunk. CA

russip root Underground growth that is the basis for brewing rusper.

Rutterbus Klade Food service (caterers). Member of Lorgin Klades. CA

SER system Subtronic communication (signal emanation/reception) device about 1cm long, designed for large devices where harness systems would be impractical.

S-pile Smaller version of the HPP power generator from the original Earth colonies. 1300 are believed to still exist on Jorune. ET

sage Person appointed by a dharsage who relegates authority throughout a province. First documented in use in the Sobayid Fragment, dated c. 350 PC.

sah Neck gland of the croid, the creature's most vulnerable spot.

salibe Salu who has given up his ability to be a permanent dweller in water because of his interest in or obsession with humans and related races on the land. They are pitied by their own race, but appreciated as emissaries to the dry world.

salkid Fifth of the seven basic evids. Enormous and tentacled, with a huge vertical slit for a mouth. Tentacles hit as Staff plus lightning blast. Mouth hits as Bite +3. Can launch any variety of dyshas 3x4d6 times between recharging. SJ

sallay [Rorch-ko] "Hot windy cove."

Sallecia Salu chausis which brought energy weapons to Prince Khodre from the rediscovered Earth-tec cache in 3437 PC.

sallsa Large, flat, rippler fish found off Saybah Peninsula. Must be cleaned (leeching out toxins) before being eaten. CB

salu Salt water aquatic race mutated from humans.

salu chausis Common name given to chausis.

sankinslan Flat, leathery native reptile from Dobre. CA

Sanster Milder version of Etton religion. Allows use of Earth-tec. Weekly tithes are collected from members; money is used to support Earth-tec search expeditions. CA

sarceen (SAR-keen) Shanthic device for storing and transmittting information. A teaching machine for isho. SJ

sarceen

Sargus pile Earth colony station (Super conducting Remote GroUnd Source) for receiving and distributing power to a small settlement. ET

sarla Dark wine from S'nabla, made from pihl berries. §

sawm Base unit of crugar metal currency used on west coast of Temauntro. 20 sawm = 1 mawk; 400 sawm = 1 jawm. IR

sawott [Thowtis] "Punishment." Woffen punishment of marking and nipping at a wrongdoer. The right ear will be cut and when it has healed, the punishment is said to be over.

sawotti [Thowtis] "Exile." Woffen criminal who has been exiled from Lundere or Anasan. They are forced to eat eckgrix root to make them easily recognizable.

Scanchi Tologran form of the Iscin religion.

scangrid Earth-tec device that can detect living creatures and other Earth-tec devices. ET

scarmis Servant race of the cleash.

scash Small cave salamander. A delicacy of Ca-Desti shantha. SJ

scedri cloth Medical tunic soaked in arrigish which speeds healing as the limilate does.

Schaedir Klade Paper makers. Member of Lorgin Klades. CA

Scolian rusper Particularly fine type of rusper from the city of Scolia.

scope Earth-tec telescopic sight for improving aim with pistols, rifles, or turret weapons. ET

scrade Carnivorous creature that lives in underground holes or hangs from trees waiting to attack. They have exoskeletons and produce an abundance of ichor when killed. Also called wasto.

scragger Carnivorous animal common to the Trinnu Jungles. Often called "teeth on feet", these little carnivores move in groups and will attack almost anything. They weigh about 30 pounds but can double their weight gorging on prey. During the time after a big kill, scragger are very vulnerable.

screeper Shanthic device which reads shanthic text aloud, including the isho. SJ

sculpted crystal Crystal modified to perform complex functions. Types include crystal of repetition, crystals of exit, drape crystal, inner naull crystal, mappor, and orb crystal. SJ

season Joruni seasons are marked by the 81-day rotation of the moon Du. Each season is informally subdivided into two months by the 40.5 day rotation of the moon Shal. The seasons are crith (winter), eris (spring), mullin (summer), and auss (autumn).

seco-ton Human-sized delivery robots from the Earth colony, useful for many tasks and capable of maintaining a speed of 40 MPH on level ground. 30 are believed to still exist on Jorune. ET

serrl Limilate made from a root similar to arrigeh. It ends discomfort brought on by airsickness.

servareen bar Self-serve restaurant in Ardoth. CA

Seytra Sect of muadra who are rumored to run a secret training camp in western Doben-al.

sha [shanthic] "Who we are" (i.e., the shanthic race). SJ

shadow block Small, kim-controlled facility for private parties and group gatherings in Thanes.

Shal One of the seven moons of Jorune, "Keeper of the Ancient Order."

shambo [thivin] Gambling game popular with woffen.

Shamm Klade Growers of birl stranded grass for Cushindell silk production. Has ties to several weaving klades. Member of Moether Klades. CA

shantha Original dominant race of Jorune.

shanthic blade Ancestral shanthic weapon crafted from the thailiers of corondon. In the game, shanthic blades offer bonuses to damage.

sharley Cheap food grain unappealing to humans, but common food for thivin. CA

shast One who serves drinks in a shenter or other illidge.

Shatwire Klade Ardothian perfume and oil klade in Manser prior to being relocated to Klade Bay in 3366. CA

she [shanthic] Isho equivalent of dhar: great, powerful isho.

sheerl [Chaun-tse] "Sweet-tasting water."

Shelp Klade Furniture carvers (including furniture for Dharsage's palace). Member of Cassadon Klades. CA

Shelpedy Klade Candymakers (creams; competes with Oriem). Member of Kipkle Klades. CA

Shelt Klade Sail makers. Member of Bohod Klades. CA

Shencle Klade Clock makers. Member of Kipkle Klades. CA

shenter Place where woffen relax, drink, and brag. Usually built partially underground or to resemble a cavern.

sherja Gladiator; thike fighter.

sherrids Claws of the scrade.

shirm-eh Root found in temperate zones on Jorune. Ramian do not heal from injury or disease unless they eat shirm-eh. Not commonly available in Voligire.

shissic Old term to describe killing of an enemy of human societies. Used only by fanatical patriots.

sho [shanthic] "Teacher"; "alone."

Sho-Caudal [shanthic] "Vast fluid body." Isho religion as practiced by shantha.

sho-sen Common name for the isho wind.

sholari [shanthic] (1) Shanthic high priest; (2) Guide; (3) Title of the referee for *SkyRealms of Jorune* .

Shouket Ardothian society of "sky watchers." Astronomer Iscins, affiliated with Yetherca, who believe Ardoth is in danger. CA

Shoukt Klade Vintners and winemakers. Member of Bohod Klades. CA

Shower of Light Holiday in Ardoth commemorating the visual display created when caji cast orbs into the sky in 3215 and were answered by a display of meteors. Usually celebrated on 33 Crith with displays from the Gendil Klade of orb weavers. §

shyee [shanthic] The isholess state; the shanthic concept of death. §

sight light Earth-tec projector that illuminates a target in visible or ultraviolet light.

signature Isho vibratory pattern, at high end of isho spectrum, created by a living creature.

simra cloth Fabric made from fibers of simvra-vintch.

simra-vintch Plant similar to vintch. Fibers can be used for inexpensive, undyed clothing. §

sirra sloth Large, heavy, tree-dwelling creature capable of masking its isho signature. May feed on tarro pups. It makes a yawning sound; if someone yawns in presence of a tarro, it may provoke a prolonged outburst of screeching.

siswidill Purple parasitic worm found in fur of unkempt woffen. Most woffen clean themselves regularly to avoid this pest.

siv-eston Tologran engraving that carries a personal representation of the Six Principles of Scanchi. A rubbing on paper of the siv-eston is accepted through-

out Sharden as the mark of an honored guest (functioning as a sort of visa). IR

skyrealm Section of land that has torn free of surrounding land because of a buildup of isho-laden molten crystals. Skyrealms may levitate over the spot where they were born, causing permanent shade on the land beneath; follow specific routes over land and sea; or be moved in a controlled course by expert manipulation of isho.

slab ammo Flat metal material melted and propelled from an Earth-tec blaster weapon.

sladregs Specialized reco from the Earth colony designed to eat mold and other growths from P-piles. ET

slutch Large omnivore protected by a shell resembling a turban. The shells are popular for fine arts. These creatures need to be near water.

Sobayid Fragment, the Handwritten 10-page document on rough paper home-made from simra-vintch. It seems to be a log of humans attempting to cross the Dobenal desert, telling of encounters with thriddle and the birth of monsters after the Great Alignment. The document has been preserved by the thriddle and was presented to Khodre Dhardrenn as a token of Tan-Iricid's good intentions toward Burdoth in 3465, on the death of Khodre Allonkarb.

sogger pie Local delicacy favored by tribal groups in Glounda Forest. Made from fragrant Gloundan swamp roots from the edge of Lake Elgry and the foam created by taking jeesa from their fetid waters and placing them in clean running water. The smell frightens most people, but Gloundans love it.

sonic blade Earth-tec cutting tool which uses a projected microsonic field to disrupt molecules of the item being cut. +2 penetration, +2 injury. ET

Sonra Tey Klade Sea merchants. Member of Pesade Klades. CA

soor [Rorch-ko] "Trusted one."

sorevine Female lothern. Often used as a riding animal for children. CA

soundcam Earth-tec sound recorder used like a tape recorder.

Spallor Klade Bladesmiths. Member of Hudson Klades. CA

speeling Method by which corastin handle itchy feet: They trample on beagre and mash their toes through the beagres' entrails.

spillij Cheap alcoholic drink made from fermented squeezings of spoji root. First brewed in Rhodu, but most popular with non-woffen sailors.

spiral vine Native flowering vine which became a symbiant with Earth cotton plants and provided them with additional nutrients, permitting them to survive. §

spirric Adult form of the giggit larva.

spoji [Thowtis] Root of the spol plant.

spol [Thowtis] Common plant found in most wet soils, particularly those with mixed salt and fresh water pools along the coast.

squam Fruit from Trinnu Jungle with sweet, berry-like juice. Makes a popular non-alcoholic beverage.

Stanring [Triddis] A regrettable statement, named for Stanra So-Gomo, the querrid who let slip information to Khodre Dhardrenn about the thriddle's early unrevealed discovery of Earth-tec caches during the Energy Weapons War. CA

star Common name for a gemstar.

stig Blue, mosquito-like, blood-sucking, flying insect common in moist areas, including marshes, rivers, water-bearing skyrealms, and lakes.

stimmer vine South Khodren thorny vine used to separate land and keep crugar from entering territory. Mimics look and feel of barbed wire. CA

Stoch Acurr [Chaun-tse] "Sacred scrolls." The journals from Iscin's last days, which crugar believe will exonerate them by substantiating the existence of Bomoveris, whom the other Iscin races do not believe had anything to do with Iscin's death. CA

stoma [Thowtis] Anti-hangover limilate for woffen.

stomeh [Thowtis] Favored ale of woffen. Those trying to abstain will often notch their left ear.

Storuli Blade Klade Blademakers. One of the older Gauss Valley Associates. CA

strip Plastic organizer used to control M-tec and I-tec repair equipment.

stunner Earth-tec electrostatic shock weapon.

sub-meson pile Underwater power generation unit from the Earth colony using seawater as a power source and coolant. Some sub-meson piles still function offshore. 6 are believed to still exist on Jorune. ET

subtronics Earth-tec technology of creating circuits on a molecular level. These look like small globs of plastic with fiber-optic tendrils. They create objects from 5mm to 2cm long. ET

surveyor Mutliple-limbed walking tec-ton. Designed for map making and large construction project assistance. 60 are believed to still exist on Jorune. ET

swallic Native vegetable with hard, crunchy exterior and soft, mushy center. Served deep fried. CA

symer Long, flat genon that is dormant until thrown into water, when it activates, frantically seeks small fish, then inflates with air and drags its catch to shore. ET

synth 3-D holographic Earth-tec sound generator. Very rare.

TJ Cleash capsule: "Throw-explode Junior." ET

T-pile Tidal energy center from the Earth colony using the power of waves to produce electricity. Some have been lost because of changes in shoreline over past 3500 years. 3 are believed to still exist on Jorune. ET

talmaron Flying beast often trained to carry riders. Has no eyes and is dependent on Tra sense. Will not fly if it senses an isho storm approaching.

talumara Large, thorny floating plant with a crystal center.

tanker bin Accommodations maintained for salu and abucon visitors to the drier climes, such as at The Shen at Ardoth.

tarro Small multi-armed creature with a powerful "screech" that can frighten – or at least annoy – anyone approaching it. Primary species include pocket tarro (small breed favored as pets by most civilized countries), regular tarro (trained by bronth for hunting and occasionally used as a watchdog), Borkelby tarro (the largest at about 40 pounds; tend to be shy and prefer to avoid conflict), and stiff-backed tarro (chimpazee-sized wild tarro with stiff bristles on its back).

tarro jerky Seasoned strips of tarro meat. Popular with Gloundan condrij. CB

taser Weapon that delivers electric shock to target with wires. ET

Tauch-kie [Chaun-tse] Crugar warrior. Usually associated with religious position in crugar society.

tauther Person who has declared his desire to become drenn and started the process of tothis with a challisk from the Hall of Drenn.

tec soup Canned, pre-mixed ingredients for making I-tec.

tec-gen Earth-tec device for recharging energy cells.

tec-rope Collapsible rope capable of carrying heavy loads.

tec-ton Earth-tec robot. These were widely used during the early days of the colony, but over the past 3500 years most have ceased to function or have been lost to damage from ignorance or accidents.

techindol [Chaun-tse] "Lanced killer." Crugar name for corondon.

techindol pib [Chaun-Tse] "Corondon mouth." Crugar insult: big mouth; one who is always spouting off.

temauntro [Chaun-tse] "Large land."

Temauntro poison hole Stagnant water pond found outside Temauntro.

tenter-shines Musical horns made of brynk hardwood.

thailier Corondon claw. Used to make shanthic blades.

thailierian armor Armor made from the thick skin of the corondon.

thikes Wrist-bound blades used in arena fighting.

thist Pibber retain claws (thists) and fangs from their predatory past, but they remeain sheathed unless released by an adrenal dump, caused by a pibber becoming exceptionally excited, frightened or panicked. The manic unsheathing and use of these biological weapons is called thisting.

thivin Race of musicians and traders. Mutated from ramian.

thivin's five Four of a thing, referring to thivin abilities to do a spectacular trade.

Tholeds In woffen lore, superheroes (perhaps mythical) of Ninindrue Plague Slayings, who killed crugar with single sword swings. IR

thombo Surefooted riding creature that can carry heavy payloads and is capable of maintaining a good speed. Must be dismounted for combat because of skittishness. Considered too common to have names.

thomboc Thombo trainer; cowboy.

thon Limilate that adds 5 to a character's Strength for three hours. Overuse can cause addiction and death.

thone Non-purebred human. Insult used in Thantier against any Iscin or mutant race.

thooh'sa [lamorri] Lamorri pyramidal structures. One, at Ro-Obiss, is revered by boccord of Ros Crendor.

thosk Isho cannon designed by the shantha for use in religious isho displays. Later adapted for use in warfare against the lamorri.

Thowtis The woffen language.

Threshold Unlimited Company which marketed diagnot.

thriddle Language masters of Jorune. These stalk-eyed intelligent creatures gather information and artifacts, and serve as negotiators and teachers for most nations. They know many things the average person does not even suspect.

Thriddle Language Complex The strange grammar and complex structure of Triddis can carry over to the speaker's own langauge, usually causing subject and verb to appear in strange places in long sentences.

throw explode Earth-tec sonic grenade. ET

tilon Genon resembling a large, fat worm that produces a mortar-type substance that can be used in primitive construction. ET

tip-tie Used to fasten bottom of challisk to belt or other article of clothing to prevent challisk from flopping around in an undignified manner.

tirictyve (teer-IK-teev) [Rorch-ko] "Devil's guide." Ramian name for dhar corondon.

tithen root Plant that tastes bad but which holds water. Good for emergencies.

tivis [Rorch-ko] Festive "days of trade" when thivin come to town with goods for sale. §

tla-bro [Boru] Crystal similar to a naull crystal which can be used by bronth over several decades to learn isho skills in Desti and Ebba groups. Certain individuals can also use it to learn Launtra to some degree. WW

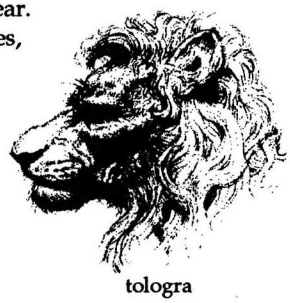
tla-tlic Long, narrow spine-fish found off of Sychill's coast.

tlesk [shanthic] "Metal."

toh [Boru] "Day."

toh reen [Boru] "Day of Sorrow." Commemoration of bronth civil wars. There are eleven observed by the bronth during the Joruni year.

tologra Last of Iscin's created races, based on Earth lions.


tologra

toor [Chaun-tse] "Trade"; "commerce."

tootle Edible worm grilled and eaten in towns and cities outside Cushindell Marshes. §

toth Resident non-citizen of Burdoth.

tothis Period of Burdothian citizenship application.

tothy Poor grade of arrigish limilate. The effects do not last long, but it is cheap and readily available in Ardoth.

tower shield Tall, standing personal shield with -3 to Advantage. CB

towma [Chaun-tse] Soft crugar horn which sounds like a crugar singing. CA

Tra One of the seven moons of Jorune, "The Warp Maker."

Tra sense Perception based on ambient isho radiating from objects and creatures.

trail blazer Earth-tec robot designed to blaze roadways through hostile land. They stand 20' high and are equipped with several lasers and diamond-tipped cutting tools. 1600 are believed to exist on Jorune. ET

Tran'Haddan Set of twelve books containing accumulated knowledge and wisdom of boccord, including remnants of Earth colony lore, story of Mayatrish (primary figure of their social reverence), story of thooh'sa at Ro-Obiss, ancient lamorri history (source is shrouded in mystery), and dictates of honor that define boccord society. CA

translator Earth-tec device programmed to translate shanthic, croid, Triddis, and Rorch-ko into pure English.

trarch Human mutation, blue skinned and bestial, found in great numbers in Drail.

trasca Third of the seven basic evids. Looks like yard-long crystalline stick. Normally hovers in the air, occasionally spinning. Attack is by striking, occasionally accompanied by a power orb blast. SJ

trevice fern A plant with poisonous leaves. §

trid node Thriddle "nose", located to the rear of the creature.

Triddis The thriddle language.

Trinnu beagre trap Large, semi-intelligent mobile plant that catches beagre by freezing in one position and leaving its three flower-like mouths exposed at ground level. A sickly sweet odor from the mouths attract beagre, who are caught by powerful contractions from the mouth they walk into and are finished off as the other two mouths close around them. SJ

tristy Thriddle eye stalk.

Triwerse Klade Cobblers. Member of Gauss Valley Associates. CA

Troffa The trarch language.

TRoJaX Trojillian hexaflouride (trade name TRoJaX) induces rapid formation of corks from any bio-tec creature, reducing creature's lifespan to 10% of normal, but increasing normal cork production by a minimum of 400%. ET

trolight Red and black orbs surrounding shanthic homes. SJ

tullidge Stalk plant used for an excellent sugar.

tullidge stalk cream Type of sweet Oriem cream candy. CA

tumbernaw Thick growth vine which creates several layers. A favored nesting ground for duradon. The red berries are poisonous, but pibber can eat them.

tuttle spin Thriddle teaching toy: top that teaches motion and energy conversions. CA

tylight Green and blue orbs surrounding shanthic homes. SJ

Ubrissa Klade Groomers (hair, nails, clothiers). Member of Lorgin Klades. CA

Untina Klade Perfumers. Member of Pesade Klades. CA

unweave To dismantle an orb or bolt.

Vanda's Talons [Sobayid/Doben-al] Nickname for a unit of the Burdothian military known for its prowess in fighting crugar. §

Victory Day 15 Eris. Celebration in Gauss Valley of defeat of crugar in 2935. Gifts are exchanged. §

ViDrox Cork to create bio-tec creature that takes the form of a specific object. ET

viewers Enhanced Earth-tec binoculars.

vintch Large cabbage-like plant that closes its leaves during the night. Vintch can serve as safe havens for travellers at night.

vinteer [Rorch-ko] "The birthing land."

vodra Airborne, four-tentacled native of Gilthaw ice fields. Grows up to three yards across with muscular tentacles hanging for yards down from main body. Beak on underside tears food drawn up by tentacles. Vodra carry crystals within their bodies that allow them to use isho wind for flight.

voligire [Rorch-ko] "Strong home."

vosule [Rorch-ko] "Cold water."

warp Connection between two points on Jorune. Warps are created in warp cells. A warp created in one place will always go to the same destination. Warps will not open in event of severe differences in isho weather.

warp cell Geographic area where all opened warps relate to a similar area of a distant location.

warp gradient Complex mathematical reading of relation of a single point to isho conditions of the matching point at other end of any potential warp from origin point.

warp slamming Emergency shutting of a warp to prevent passage.

warp stabilization Ability to sustain a faltering warp.

Warp Walker See Eelshon She-evid.

wasto Common name for scrade; an insult.

Way of Gends System of quasi-religious mysticism that surrounds the training of muadra in the use of isho. Calls for responsibility, community service and personal discipline.

weach Flying, eyeless, blood-sucking creature common to swamps, marshes, jungles, and other moist lands. May lay eggs in losht pods. SJ

weach

white mandare Toothless, but just as dangerous, version of the mandare.

wholl [Thowtis] Woffen drink which is vile to non-woffen.

whosin [thivin] String instrument similar to a violin.

willage [Chaun-tse] Collection of crugar pawms.

woffen Iscin-created race of intelligent, bipedal wolves.

wolf Terran stock from which woffen were created. Packs still run free in the wildlands of Jorune.

wooc [Thowtis] Woffen bread.

wug [Thowtis] Blood-based gravy that is a favorite of woffen.

wurs Foot-long snake favored as food by Borkelbey tarro and – when roasted over an open fire – by travellers.

wuth doo (WOOTH doo) [Boru] Place to relieve oneself; a toilet. §

wuth-doo (whooth-DOO) [Boru] Parklike area where games are played. Designed for enjoyment and relaxation.

Yampher Klade Sail menders (works with Shelt Klade). Member of Bohod Klades. CA

Yetherca Ardothian School of the Ancient City, located in Nemain. This school teaches a conflicting version of Ardothian history as compared to the official state version. It is more accurate in some ways, including some lamorri connections to pre-history Ardoth. CA

yiordeh Private investigator.

yobreh [Thowtis] "Celebration grounds."

yord Local patrol; the police.

yordeh Lawyer.

yordig Law.

yordin Captain of yords, usually commanding eight to twelve yords.

yorliss (yorlissen, pl.) Judge.

yule Common name for a gemule.

GAZETTEER

Accaptas Mountains Range in Burdoth separating the Essanja from the rest of Ardis.

Achk Port city in Temauntro. IR

Agis River Water system running the length of the Gauss Valley, emptying at Salam'arine. §

Ah Kahn Cygran settlement in northern Temauntro.

Ah Toor Cygran settlement in northern Temauntro.

Ailaudra City on Elluce River in Lusail province of Burdoth. §

Albah Essle city on tip of Saybah Peninsula.

Ald Neighborhood of fine incleps, restaurants, and banking services in Old City District of Ardoth.

Allidoth City on Burdoth's east coast with excellent stone quarries. §

Alligre Forest Forest in Ellih district of Heridoth. §

Alsyla Bay Bay off coast of Ardis and Lusail, where Lusail River flows out to sea. §

Anamber Area in Lelsh neighborhood of Ardoth. Has most beautiful and expensive housing outside of Citadel.

Anasan Woffen realm on the peninsula south of East Trinnu Jungle Lands. A stable warp connects Anasan to the primary woffen realm of Lundere. Its location is a secret, although some non-woffen have been allowed to pass through.

Ardis Province of Burdoth surrounding the capital of Ardoth. Encompasses Sychill and the Essanja.

Ardoth First true human city. Now the capital of Burdoth and location of the Drenn Wall. Populated by all races of Jorune, either as residents or as emissaries of other governments. §

Ardoth Bay Bay on which Ardoth is located. An arm of the Essajean Sea.

Ardothian Bazaar Central marketplace in the old section of Ardoth. Called the Claysis.

Arkin Lively trading neighborhood of Shandane District of Ardoth. Thivin created a cutthroat retail atmosphere and the public benefits. Comprised of Laprendell, Persis, Tocour, and Wolton areas.

Ash-shen Sea Sea to southwest of Anasan and southeast of West Trinnu Jungle Lands.

Assydre Bay Bay of northern Burdoth. Site of S'nabla, Scolia and Sydra.

Assydre Sea Particularly rough sea bordering Burdoth's north coast. Difficult to travel because of isho storms, violent weather and swift currents.

Auklin City on western edge of Lake Dau-uh-dey in South Khodre. Vortex of human scum in the Khodres. CB

Austin Area in Vintch neighborhood of Ardoth.

Aycra Cooperative Jaspian-cygran port settlement in northern Temauntro.

Aylon (1) Capital of Jasp; home of merchant and exploration fleets; home port for crystal schooners. (2) Old city fortress of Jasp in a deep fjord of Dowseh Bay.

Aylon Strait Water that separates mainland Jasp from large island of Jasa.

Ayns Mountains Branch of Liggit Mountains, above Glounda Forest. CB

Bakstan Military fortification in Anasan. CB

Bay Cryshell Expensive kerning bay (10 yule entry fee) at the Citadel in Ardoth. Directly connected to Lower Manser.

Bay 27 Popular kerning bay in Clavis with low entry fee (3 yules) and instruction available on hourly basis (8 yules/hour). CA

Baysis City in the Sobayid on border of East Trinnu Jungle Lands. Maustin Caji trained here during the Energy Weapons War.

Bennin Northernmost port of North Khodre. A cooperative Jaspian-Khodren port.

Bep Clep Very fashionable shop in Manser shopping neighborhood of Ardoth.

black bogs Treacherous series of swamps and bogs in Voligire.

Bleece Island off Sychill's coast. Its coral reefs make it dangerous; it is avoided.

Bolphey Archaic spelling of Bolpey. §

Bolpey Channel Narrow passage that connects the Essajean Sea to Ardoth Bay.

Bolpey Kerning Bay Low class, dangerous kerning bay in Arkin.

Bord Island in Sychill Sea off southwest Dobren coast. Claimed by Dobre. Hot, flat, and infested with tarro. Rich in tin and grapes used for parthage wines.

Borlim Lake port city in North Khodre. Almost everyone here is involved in shipping. CB

Bow Small fishing village near Ardoth. CA

Bream Flat Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Burdoth Realm controlled by humans; most powerful realm of the continent. "Realm of Man" by title, but home to all races. Burdoth holds most Earth-tec known to exist. Controlled by Dharsage of Burdoth. Burdoth is made up of four provinces: Ardis, Gauss, Lusail, and the Sobayid.

Burroo Island off coast of Dobre claimed by Dobre. Hot, flat, and infested with tarro. Rich in vintch, russip, and tin.

Cabralon Boccord city in northeast Doben-al.

Cali-Shafra Battle Lands of the Ancients, near site of current day Ninindrue in Gauss Valley. Sacred to shantha.

Calpy Mountains Range southwest of Sychill and north of Accaptas Mountains of eastern Burdoth.

Calpy River Northern tributary of Essanja River. CB

Carissey (1) Oldest city in North Khodre. Nearly all crystal mined in Khodre is shipped through here. (2) Former name of Khodre region. CB

Carissey Bight Open waterway along north coast of North Khodre.

Cavris City in the Sobayid province of Burdoth, on border of the Doben-al and East Trinnu Jungle Lands. They specialize in Earth grains and flowers, and crystals charged secretly in the East Trinnu Jungle Lands. §

Central Oiders Middle class neighborhood in Oiders District of Ardoth.

Cerin Small port on northwestern shore of Ponteer. One terminus of Ponteer Trail.

Cerridus, Sea of Location of the island of Tan-Iricid.

Chaln (shauln) Imagri The only large crugar city. Originally named Imagri, it was renamed after Chaln Docha's death in 3438.

Choulth City in South Khodre on Temauntro border, on west face of Dowtroughs. Named for the crugar clan still dominant in the region. CB

Citadel See Cryshell.

Clavis Residential neighborhood in Shandane District of Ardoth. Known for many restaurants. Comprised of Lola and Sharben areas.

Claysis The Ardothian Bazaar.

Cliffs Wealthy enclave just outside wall of Old Aylon fortress in Jasp.

Cobenall Ardoth's seediest kerning bay, located in Vintch neighborhood. WW

Coise Mining town in the Sobayid province of Burdoth. Has a relatively high proportion of muadra.

Coomis Bronth island in Sychill Sea with little connection to Dobre.

Corgis Bay Bay in Dobre. Base of the Dobren attack on Polpedroth during Energy Weapons War. §

Corgis Cove Sheltered cove of Corgis Bay. CB

Cosahmi Thriddle coditch farming town on western side of Kuggin Mountains, in Gauss province of Burdoth.

Council Grounds Divided compound in the Citadel of Ardoth. Contains Chambers of the Ardothian Council.

Coy Region of southern Glounda Forest inhabited by croid. CB

Crendor Sub-realm of the bronth in Dobre. Kept closed to outsiders.

Cryer Area in the T'lane neighborhood of Ardoth. Residents are mainly humans who work in the Claysis.

Cryshell The old Citadel of the city of Ardoth. Walled compound enclosing Dharsage's palace, Claysis, Council Grounds, Financial District, and Hall of Drenn. Isho users must kern before entering. §

Cryshell River River that flows through Ardoth before emptying into Ardoth Bay.

Curili Heavily forested island off coast of Heridoth where Klein-Khodre Accord was signed. Populated mostly by Koistrans. Serves as a naval base and port.

Palace of Dharsage Khodre
Dhardrenn in Ardoth

Cushindell Marshes Region in Lusail province of Burdoth. Home to heavy insect population, including the Cushindell silk moth.

D'Lang Island off coast of Heridoth. Populated by disenchanted of Dowsen after the Energy Weapons War.

D'Loo Island in Sychill Sea, between Burdoth and Dobre. Claimed by Dobre. Known for russip cultivation.

DaasEkkren SkyRealm Boccord-controlled stable skyrealm floating above the Hit'tike Mountains in Ros Crendor. It is uninhabited.

Dau-uh-dey, Lake Large body of fresh water dividing North and South Khodre. Inhabited by acubon at eastern end. Stocked with catfish, trout, and many Joruni fish.

Dan Famber's Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Danes Area in Sobrinth neighborhood of Ardoth. Neighborhood of rich drenn and kesht.

Danstead Society Fashionable agency that arranges travel, expeditions and diplomatic parties. Located in the Wolton area of Arkin, in Ardoth.

Dantrella Mountains Range of mountains forming northern peninsula of Heridoth. §

Delbah Essle city on Saybah Peninsula of Burdoth. §

Delmre City in Cushindell Marshes, in Lusail province of Burdoth. Most people here are involved in Cushindell silk production.

Delsha Island realm of shantha. Visitors will find no food or drink fit for them and must bring their own.

Delshan Sea Body of water between Temauntro and Delsha.

Delvine Small military base at the foot of the Accaptas Mountains in the Essanja. §

Derrid Isho-free area in Vintch neighborhood of Ardoth.

Dertha River Southern tributary of Essanja River. CB

Dharsis Current name for the Financial District of the Citadel in Ardoth.

DharWin Neighborhood in Oiders district of Ardoth. Named for powerful Khodren immigrant family.

Dich Neighborhood in Siders district of Ardoth where thivin skilled in handcrafts make their homes. For a few yules, you can see great works of art as they are created, including gauthi rugs.

Dirrla'och Area of Central Oiders where several scarmis live. CA

Doben-al, the Vast plains between Burdoth and Khodre. It is rough desert land and travel is not advised.

Dobre Realm of the bronth, located across the Assydre and Essajean Seas from Burdoth.

Doo'sah Thriving export city in Dobre known for ahji.

Dosoi Lushly forested island off coast of Heridoth near Koistra. Herbs and rare vegetables grow here.

Dowseh Base of the quiet ramian who now claim Jasp as their home.

Dowseh Bay Protected port bay of Jasp. Site of both new and old Aylon and several cities that have grown with Aylon's prosperity.

Dowsen Large trading city in Heridoth.

Dowtrough Mountains that separate South Khodre from Temauntro. CB

Dra-eeli Small port on southeastern shore of Ponteer. One terminus of Ponteer Trail.

Drail Large densely forested territory located on southern edge of Sharharras Sea. Mountainous country, home to trarch and ruins of shanthic cities and temples. Heavily populated with mandare and dreglamon.

Draugna Area in Vintch neighborhood of Ardoth.

Drenn Wall Wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants for citizenship receive their challisks. The Drenn Wall contains the copras of all of Burdoth's drenn.

Dryce Neighborhood in Siders District of Ardoth. Populated by a large variety of races but few reasons for the casual tourist to visit.

Durlis City in central Gauss Valley. Known for creative durlig dishes.

Durris Neighborhood in Southside District of Ardoth. Home to many agricultural workers.

East Trinnu Jungle Lands Jungle south of Burdoth and north of Anasan. Infested with cleash.

Ehrmer SkyRealm Skyrealm located above western Elcrellia Valleys of Heridoth. CB

Ehvans Independent island between Burdoth and Dobre in Sychill Sea. Formerly a colony of Dowsen. Populated by bronth, woffen, thriddle, humans, and corastin. Klein Ko-Trid lives here.

Ehvans SkyRealm Skyrealm located above Ehvans. Has a small city inhabited by the wealthiest residents of the island. CB

Elcrellia Valleys Series of rugged, narrow, fertile valleys in the heart of Heridoth.

Elds City in Burdoth on border of Ardis and Lusail. Life here is relaxed. Many people are involved in crafts.

Elgry Island Land mass in center of Lake Elgry. May be peak of a growing skyrealm.

Elgry, Lake Lake in Glounda Forest.

Ellcor Mountains Range of mountains in central Heridoth.

Ellelsh Posh area in Lelsh neighborhood of Ardoth.

Ellemin Seaside city in Heridoth, famed for extensive beaches. Popular vacation resort for Burdothian drenn. §

Ellih Peninsula in western Heridoth.

Ellipie City in northern end of Gauss Valley.

Elluce River Tributary of Lusail River. CB

Erren Valley Valley in West Trinnu Jungle Lands from which Kolovisondra SkyRealm was born. CA

Es'Won In woffen lore, village (probably mythical) saved from crugar attack by Tholeds. IR

Es'Wother Woffen neighborhood in Shandane District of Ardoth. Home of the world-famous Shen hotel, catering to a variety of Joruni travellers. Formerly called Harsri; name changed by popular demand after Energy Weapons War.

Esh'eye Bay Bay in Heridoth by city of Ellemin. Sandy beaches extend for miles around bay's rim. §

Eshellu Road from Coise to Koistra. §

Essan River Western tributary of Essanja River. CB

Essanja Largest, but somewhat backward, city in eastern Burdoth.

Essanja River Major river that flows from Essanja to Port of Essanja and empties into Essajean Sea.

Essanja, the Eastern portion of Ardis province.

Essajean Sea Sea along Burdoth's north coast. Southern arm forms Ardoth Bay.

Essejee Port city on east coast of the Essanja. Strong maritime reputation; their sailors are highly sought after.

Financial District District inside the Citadel of Ardoth.

Fisherman's Quarters Neighborhood in Siders District but outside southern wall of Ardoth. A jumble of cleps, incleps, brokerage houses, craft shops, and homes. Contains South Homes area.

Galsh-aca Ancient burial grounds of the shantha, in the Essanja plains.

Garichee Warehouse and working class district outside walls of Old Aylon fortress in Jasp.

Gateway Main entrance to the Citadel in Ardoth.

Gauss (1) Province of Burdoth. (2) Oldest and largest city in Gauss Valley. Major durlig supplier. The klade system began here.

Gauss Valley Rich farmland northwest of Burdoth. Site of North Valley Research Station of the Earth colony. Alleged to be site of Iscin's laboratory.

Geer Muadra suburb of Old Aylon, built on old campground where muadra first stayed when they were not allowed to sleep within city walls.

Gendis Village in the Ayns Mountains, in the heart of Lusail province of Burdoth.

Gilthaw Continental land mass north of Voligire, mostly tundra. Shantha dominate the southern regions connected to Voligire. Cleash live near the coasts, but can be found mostly in the vast stretches of tundra and ice fields in the north.

Glounda City City in Glounda Forest. Major military training center for Burdoth.

Glounda Forest Heavily wooded land in the heart of Burdoth, with extreme isho activity and large, wild beasts.

Hailer Area of expensive homes in Sobrinth neighborhood of Ardoth.

Hall of Drenn Part of the Halls of Splendor at the Cryshell Citadel. Copras of tauther are inscribed on the Drenn Wall and final acceptance of the challisk is made here.

Halls of Splendor The Dharsage's museum, dedicated to achievements of Ardoth, from humble origins as a fishing village to capital of most powerful empire on Jorune. There are occasional public exhibitions of Earth-tec from the Dharsage's trove on Shendarri SkyRealm.

Harangire District in Old Aylon in Jasp.

Hawtows City in Dobre that is home to large herds of dothobider.

Heathcoat Kerning Bay Somewhat seedy kerning bay in Dryce. Nominal headquarters of Mah Vens.

Helmer SkyRealm Skyrealm which travels a regular circuit around perimeter of the Doben-Al.

Herbis City at mouth of Hoodo River in Dobre. §

Heridoth Independent country east of Burdoth. Populated mainly by humans. Heridoth has many skyrealms.

Hermoore Island southeast of Heridoth. Sparsely populated due to croid, insects, and ahji spores.

Herrisail Lerrin in fields south of Ardoth engaged in durlig farming. CA

Hesmaw Port city in Temauntro. IR

Hesmin Port city in Temauntro. IR

Hie Plains Site of Battle of Sholis in Heridoth. Between Coise and Koistra, and east of Mairamin. §

Hit'tike Mountains Range of mountains in Ros Crendor. §

Hobeh, the Wild land south of Dobre. §

Hoit Small fishing village with a stone quarry on shores of Tarberi Bay. Between Monerey and Allidoth in Burdoth.

Hoodo River River in western Dobre that empties into Sychill Sea at Herbis.

Hooth Bay Bay of northern Lundere, at isthmus where peninsula joins main portion of Lundere. IR

Howda Well maintained kerning bay in Laprendell.

Ice Fields of Gilthaw Home of vodra and the insidious cleash.

Ikta Uninhabited island off coast of Jasa, in Aylon Strait.

Imagri Former name of Chaln Imagri.

Imish River River that curves through Temauntro.

Import Neighborhood in Shandane District of Ardoth.

Jasa (1) Large island belonging to Jasp. (2) Village outside new port of Aylon.

Jasp (1) Cold, northern realm of humans, with a small population of Iscin races and cygra. Famed for its development of crystal-powered flying ships, which have changed the nature of trade in the past half century. (2) Boccord city and guardian to mouth of Dowseh Bay. Originally site of Northern Research Station, from the Earth colony. (3) Original settlement creating nation of Jasp, later abandoned due to Gire attacks.

Joble Thivin gambling community southeast of Sobay. Popular R&R spot for Burdothian military. §

Kaigon Village also called the "gateway to the Gauss Valley" in the southern tip of the valley. It has been rebuilt many times. §

Kask Human city in South Khodre on Temauntro border, on west face of Dowtroughs. Near the largest of the Auklin family mines. Has a reputation for heaviest drinking and most serious gambling outside Joble. CB

Kauthnie Cooperative durlig farming community on Agis River in Gauss Valley. §

Kef Fishing village facing Ikta on Aylon Strait.

Khan Soor Military training island at mouth of Dowseh Bay in Jasp. Once a ramian fishing village in 10th century.

Khana Wealthy muadra settlement on Jasp's Dowseh Bay.

Khanat Inlet Recessed arm of Dowseh Bay used to unload trade goods in the Garichee warehouse district of Aylon.

Khaun Gauss City in Gauss Valley named after the son of Paul Gauss and Mayatrish. Major durlig supplier.

Khodre Divided realm, formerly called Carissey. Now ruled by Saress Khodre, half-sister of Khodre Dhardrenn, the Dharsage of Burdoth. This is rough mining country. Lake Dau-uh-dey, where the acubon live, divides it into two parts, North and South.

Khosall Old cygran regional meeting place on border of North Khodre and northern Temauntro. Center of old mining district of Carissey.

Kinster Middle class area in Lelsh neighborhood of Ardoth.

Kirlan City on the shores of Lake Dau-uh-dey in South Khodre. Capital city of Khodre and site of Saress Khodre's palace. Most wealthy Khodren families own homes here. §

Klade Bay Section of Ardoth in Siders District where klades maintain communal residences for travelling klade members. It has become dangerous for travellers without a known klade member as their guide. §

Klasprin Principle awss of Ardoth. Located in the Citadel.

Koistra City in Heridoth on eastern shore of Ardoth Bay. Known for pichi spice.

Kolo Shal Gasha SkyRealm Skyrealm over Temauntro, southwest of Jasp.

Kolovisondra SkyRealm Skyrealm born from West Trinnu Jungle Lands. It caused a huge ocean warp to open, into which it disappeared. Its fate is unknown.

Korrid City on east coast of Heridoth. Former seat of power for Sommint Valley. §

Kowester Lerrin in fields south of Ardoth engaged in durlig farming. CA

Krayll Road Road connecting Ardoth and Gauss Valley. §

Kuggin Mountains Range at western edge of Gauss Valley.§

Kurlain Small fishing village near Ardoth. CA

Kyis River River in Heridoth that empties by York.

Kymay City on Heridoth's eastern coast. §

Kymay Sea Body of water between Sillipus, Anasan, Dobre and Heridoth.

L'loshu Shanthic name for Kolovisondra SkyRealm.

La'Shalta Primal home of shantha below Lundere. SJ

Laindis City in the Sobayid province of Burdoth, named after Laindra Elayn. §

Laird Mountains Range on Saybah Peninsula. §

Laithereen Small fishing village near Ardoth. CA

Lake Dau-uh-dey See Dau-uh-dey, Lake.

Lake Elgry See Elgry, Lake.

Laprendell Residential area in Arkin neighborhood of Ardoth.

Launtra Circle Site of government and diplomatic embassies in Old Aylon fortress.

Laysis Isho-free area in T'lane neighborhood of Ardoth.

Lelligire (1) Eastern half of Lusail province of Burdoth. (2) Human city on north coast of Lusail province. Known for fine Cushindell silk production. Formerly called Trosoe.

Lelsh Comfortable neighborhood in Old City District of Ardoth. Comprised of Anamber, Ellelsh, and Kinster areas.

Liggitt Mountains Large range separating Lusail from Gauss Valley.

Liggnie Small town in northern Gauss Valley.

Lod City on Dowseh Bay in Jasp.

Loh'Oden Shanthic lands in the Hobeh, south of Dobre.

Lola Area of cleps and incleps in Clavis neighborhood of Ardoth.

Loo Hoos City near Udah in Dobre.

Loo'hoss Dobren name for Sychill Strait. §

Lorri Area in North Cryshell neighborhood of Ardoth.

Lower Manser Marshy section of Manser which is slowly sinking. Isho emanations here make shantha ill.

Lower Westgate Neighborhood in Siders District of Ardoth.

Lundere Primary woffen realm, dominating the great eastern peninsula neighboring Dobre. In addition to woffen, many salu make their home near the capital of Yobreh. Woffen welcome visitors, particularly muadra, but discourage permanent residents other

than woffen and salu. Woffen have excellent relations with their bronth neighbors.

Lus'ikai City in Lusail on Lusail River. Famed for spillij juice. §

Lusail Province of Burdoth comprised of two parts, Sydra and Lelligire.

Lusail River Large river system in Lusail province of Burdoth.

Mah Ashalta-ca Shanthic name for Lower Manser.

Mairamin Town in Heridoth on eastern shores of Ardoth Bay. Famed for fine slate quarries. Ruins of Battle of Sholis are here. §

Manser Shopping area near Lelsh in Old City District of Ardoth.

Manser Strip Rich merchant area of Manser in Ardoth.

Mansted Point on Ardoth Bay at which Burdoth and Heridoth meet. CA

Mar City south of the Essanja, in Burdoth. Known mostly for heavy beagre infestation.

Mash-macca Shanthic name for the Doben-al. SJ

Meard Agricultural city on southern tip of Heridoth's east coast.

Ments Range of mountains southeast of the Ellih peninsula that border Sommint Valley of Heridoth. §

Mervis City in Ros Crendor.

Miedrinth Hot, dry city in the Sobayid region of Burdoth, near the Doben-al and West Trinnu Jungle Lands.

Moether Klades Klade neighborhood in Oiders District of Ardoth.

Monerey City in Burdoth north of Ardoth which has excellent stone quarries. No dysha use is permitted here.

Mount Erren Highest point in West Trinnu Jungle Lands, near the Doben-al border.

Mountain Crown, the City on Tan-Iricid. Site of the great thriddle library.

Nayine, the Finger Finger-shaped island in southern end of Sychill Strait, between Burdoth and Dobre. Dobre maintains port facilities here.

Nayine SkyRealm Skyrealm located above island of Nayine. First discovered by Dobrens of the island. CB

Nekkich Hive A natural cave a few feet underground in Ardoth that has a permanent, stable warp about the size of a large bowl. The warp opens into Voligire. Tourist attraction in Ald, where it is located, and in Voligire. People come and look at the foreign faces on the other side. CA

Nemain Neighborhood in Old City District of Ardoth with many artisans, Claysis workers, and muadra.

Newfeld Off-limits open pasture in Thantier where elite of Thantier meet to prevent (or plot) intrigues. Corruption of "newfield", from the Earth colony.

Ninindrue Durlig growing village in Gauss Valley. Site of Ninindrue Plague Slayings in 2934 PC.

Norsael Tower Old defensive tower at mouth of Dowseh Bay in Jasp. Now used to confine diyordeh who cannot be permitted luxury of conscripted public service.

Northside Low class neighborhood in Old City District of Ardoth.

Obiss ruins Lamorri ruins revered in Ros Crendor. Jealously guarded from outsiders by the boccord.

Obothin Port in southern Thantier. §

Oiders Working class neighborhood in Siders District of Ardoth, near the Es'Wother and Klade Bay. Contains Central Oiders, DharWin, and Moether Klades areas.

Old City District Heart of historical Ardoth. Encompasses Ald, Lelsh, Manser, Nemain, Northside, Sobrinth, and T'Haynian neighborhoods.

Old Klade District Section of Old Aylon in Jasp. Location of several mother houses of Bohod Klades.

Olfeld Settlement on Dowseh Bay, in Jasp. Name is a corruption of "old field", from days of the original colony. From time to time farmers find trinkets in the ground, but so far nothing of major importance.

Othen Area in Vintch neighborhood of Ardoth.

Palzer Area in Financial District of Ardoth.

Persis Area of densely packed kiosks in Arkin neighborhood of Ardoth.

Phalmre City in Cushindell Marshes which exports brynk hardwood and Cushindell silk moths.

Pirdis Marshes Old name for Cushindell Marshes of Lusail.§

Polpedroth Burdothian trading and export city north of Ardoth on the coast, on border of Essajean Sea and Ardoth Bay. Destroyed by Dobren League in the Energy Weapons War; still rebuilding.

Ponteer Isthmus connecting Thantier to Drail. Site of ancient ramian settlements.

Ponteer Trail Rough road across Ponteer stretching from Cerin on the Sea of Cerridus to Dra-eeli on the Kymay Sea, south of West Trinnu Jungle Lands.

Pools, the Former bed of Cryshell River in Es'Wother, often used for small neighborhood bazaars. Warm upwellings of fresh water sometimes occur.

Port Gate Neighborhood in Siders District of Ardoth containing the commercial pier and harbor.

Port of Essanja City at mouth of Essanja River built to facilitate transportation of supplies inland. CB

Rappenat Area of expensive homes overlooking Cryshell River in T'lane neighborhood of Ardoth.

Reet Large island in the Assydre Sea. Site of Prince Khodre's meetings to set up exchange of shirm-eh for daij meat. Allied with Sydra.

Reetian Straits Passages between island of Reet and nations of Burdoth and Dobre. Waters flow in swirls and eddies at speeds of up to 45 MPH, making voyages dangerous.

Rhodu Large port city in Anasan, famed for its wholl and stomeh.

rilij Pathway to the Mountain Crown of Tan-lricid.

Rirris City on west face of the Dowtroughs, in Temauntro on border near South Khodre. Military base and source of mining supplies for smaller towns further south. §

River Aylon Primary waterway of the island of Jasa in the nation of Jasp. Empties into Dowseh Bay between the muadra suburb of Geer and the old Aylon fortress.

Ro-Obiss Large city in Ros Crendor, said to be origin of the Tran'Haddan. Now home of powerful Huston family. Location of a thooh'sa revered by the boccord.

Roise Mountains Branch of the Liggits bordering Glounda Forest.

Rorae Sea Sea encircled by Anasan and both Trinnu Jungles.

Ros Crendor Independent country of the boccord north of the Doben-al. Dominated by brynkwood forests.

S'Nabla City on Assydre Sea in Lusail. Producer of sarla dark wine.

Salam'arine Port city in Gauss Valley at mouth of Agis River. Exports durlig and coditch to northern Burdoth.

Sallay Capital city of island of Sillipus.

Sallen Northern city of Burdoth, near Suh'Larvan Marshes. Known for its clay and ceramics.

Samile, Sea of Small sea located west of Suh'Larvan and Cushindell Marshes, and north of Salam'arine. CB

Samper-laine Lerrin in fields south of Ardoth engaged in durlig farming. CA

Sampher Mountains Range across center of Temauntro. IR

San Island between Burdoth and Dobre that functions as an extension of the city of Sychill.

Saybah Essle city on Saybah peninsula of Burdoth.

Saybah Peninsula Peninsula of northeast Ardis province in Burdoth.

Scolia City in Lusail province of Burdoth famed for its fine rusper. Mainly a trading center.

Sea of Cerridus See Cerridus, Sea of.

Sea of Samile See Samile, Sea of.

Sea Wall Working class neighborhood outside walls of Old Aylon fortress in Jasp.

Seecre City at northern edge of Glounda Forest in Burdoth. Known for dried meats and hides (pibber, beagre, and thombo).

See'iss Desert located between Thantier and West Trinnu Jungle Lands. §

Seld Island in Essajean Sea. Claimed by Essejee. Known for kole post-wood.

Setta Area in North Cryshell neighborhood of Ardoth.

Shalwis Port city in Temauntro. IR

Shambo Center Corruption of Shambo Shenter.

Shambo Shenter Popular thivin gambling establishment open to all races. Located in Southside District of Ardoth.

Shandane District of Ardoth named after Sholisian general. Mostly residential. Encompasses Arkin, Clavis, Es'Wother, T'Lane, and Westgate neighborhoods.

Shandy Small fishing village near Ardoth. CA

Shannat, the Another name for Sho-Ecta. CA

Sharben Residential area in Clavis neighborhood of Ardoth.

Sharden Realm of tologra at far eastern tip of Voligire.

Sharharras Sea Sea to northwest of Drail.

Sharrid Bay Bay north of Sharharras Sea.

Sheerl Cygran stone meeting circle in northern Temauntro, used for seasonal willage gatherings.

Shen, the (1) Famous hotel in Burdoth built with wings in most major architectural styles to accommodate all visiting races. Located in Es'Wother neighborhood of Ardoth. (2) A second Shen, built specifically for thriddle when they were permitted back into Ardoth in 3475, is located near Lower Manser.

Shendarri SkyRealm Private skyrealm used for the Dharsage's personal Earth-tec operations, experimentation, repair, and storage. Location is secret; it can only be approached by warp or airship.

Shilja Mountains Mountains of western Jasa in Jasp. Natural defense line of Aylon. Name is corruption of "shield."

Sho-Caudal Shanthic name for the planet of Jorune.

Sho-Ecta Area in Stocks neighborhood of Ardoth populated by shantha.

Sho'lashta Largest shanthic city in Lundere, long abandoned, in center of eastern isthmus. SJ

Sholis City in western Heridoth across Bolpey Channel from Polpedroth.

Shoulies Lerrin in fields south of Ardoth engaged in durlig farming. CA

Shuka Small fishing village near Ardoth. CA

Shuul, the Hot, barren land that divides Dobre from Lundere. §

Siders District Section of southern Ardoth that contains the Dich, Dryce, Fisherman's Quarters, Klade Bay, Lower Westgate, Oiders, Portgate and the Stocks.

Sillipus Island of pirates, thieves, outcasts and adventurers of all realms. Travel is not advised.

Simbi Large agricultural city south of York in Heridoth. It has historically been dominated by York. CB

Siv Eston Great natural stone fortress in Sharden that has become the center of tologran culture and religious life.

Skysael Jaspian home port of crystal schooner fleet, located in Shilja Mountains above Dowseh Bay.

Sobay Oldest city in the Sobayid province of Burdoth. Largest supplier of hilc to human settlements.

Sobayid, the Arid southern province of Burdoth.

Sobrin Area of fair to good housing in Sobrinth neighborhood of Ardoth.

Sobrinth Residential neighborhood in Old City District of Ardoth. Comprised of Danes, Hailer and Sobrin areas.

Sodrin City on Lusail River in northern Burdoth. Infested by beagre.

Soitle Mountains Range in Heridoth near Sobayid border and Ardoth Bay.

Sommint Valley Valley in southern Heridoth.

Sood Unclaimed island in Sychill Sea infested with all manner of pestilence and disease.

Sorcle Island off coast of Saybah in eastern Ardis province of Burdoth. Inhabited by people of Saybah, who use it as a fishing base.

South Homes Area in Fisherman's Quarters neighborhood of Ardoth.

Southport Neighborhood in Siders District of Ardoth with many brokerage klades, dry docks, and mending berths.

Southside District New section of Ardoth, constructed after the Energy Weapons War. Comprised of Durris and Vintch Districts. Dominated by muadra and boccord, with some accommodation for other mutant and Iscin races. Law enforcement is not a major concern.

Stocks, the Neighborhood in Siders District, outside the wall of Ardoth. Location of Ardoth's stockyards. Contains the Sho-ecta area.

Strude Mountains Southern continuation of the Dantrellas in Heridoth.

Suh'Larvan Swamps Large body of swamps and marshes, north of the Cushindell Marshes, in northern Lusail province of Burdoth.

Susie's Tauther Shop Store in Manser shopping area near T'Haynian and Lelsh, in Old City District of Ardoth.

Sutor City between Glounda Forest and Liggit Mountains of Gauss in Ardis province of Burdoth.

Sychill (1) Part of Ardis encompassing Saybah Peninsula. (2) Coastal fishing city in Ardis province of Burdoth.

Sychill Sea Sea between Dobre and Burdoth. Southern arm forms Essajean Sea.

Sychill Strait Waterway between Dobre and Burdoth. It narrows to 40 miles at some points.

Sydra (1) Fiercely independent section of Lusail province which still maintains local customs, music, dress, and separate history. They still don't consider themselves as part of "Lelligirian" province (Lusail). (2) City in Lusail province of Burdoth. Known for pickled creshi and balweze. A thooh'sa is here.

Syls Valley Area between Liggit and Ayns Mountains.

T'Haynian Lower class Citadel worker neighborhood in Old City District of Ardoth. Commonly called Thanes.

T'lane Neighborhood in Shandane District of Ardoth. Comprised of Cryer, Laysis, and Rappenat areas.

T'sulya Capital city of island of Reet. Formerly called Telmin. §

Tah Small island off Saybah Peninsula in Sychill Sea. Its coral reefs make it dangerous; it is avoided.

Tah Plains Large coastal plains of eastern Heridoth.

Tallma Port city in Temauntro. IR

Tallor Port city of Ros Crendor. Only city in Ros Crendor with accommodations for visiting non-boccord.

Tallor SkyRealm Stable skyrealm off coast of Tallor in Ros Crendor. Port for crystal schooners.

Tan-Iricid Island home of the highest concentration of thriddle.

Tan-Sor Thriddle city located just outside the Mountain Crown of Tan-Iricid.

Tantakka Dharlerrin Dharlerrin in fields south of Ardoth engaged in durlig farming. CA

Tarberi Bay Bay on which Hoit is located. It is fed by Turrus River and is a small arm of Ardoth Bay. §

Tashka Shanthic temple where Sho Copra Tra met and trained Caji Gends. Its location is unknown.

Tauchlin Port city in Temauntro. IR

Telmin Former name of T'sulya. Site of the ramian defeat in 3472. §

Temauntro Realm of the crugar, although northern reaches have been colonized by the more civil cygra. There are few permanent villages and only one can be called large.

Thanes Common name for T'Haynian neighborhood of Ardoth.

Thantier Realm of humans on southern border of the Doben-al. It faces Sea of Cerridus. Citizens are strongly "pro-human", with the concept of "thone" for any intelligent creature that is not purebred human, including mutants and the Iscin races. They are also enemies of Burdoth; showing a challisk in Thantier is not advised.

Thantis Capital, council city, and major port of Thantier.

Thellit Mountains Rugged range of Lundere's eastern isthmus. SJ

Thib Island companion of boccord city of Jasp.

Thodi's Byritt Palace Thivin fast food shop in Arkin District of Ardoth.

Thodic Mountains Mountains that border Thantier on the north. §

Thutubin SkyRealm Thantierian skyrealm noted for its unstable isho. Constitution rolls are required to keep from getting sick due to the constant pitching and rolling. Also known as "the Weary Vaulter."

Tibadi Lerrin Small durlig farming community north of Khaun Gauss.

Tlon Capital of Dobre.

Tocour Area in Arkin neighborhood of Ardoth.

Trethl The road from Ardoth to Sychill. §

Trinnu Gulf Body of water separating East and West Trinnu Jungle Lands.

Trinnu Jungle Lands Two extensions of an ancient rain forest covering most of the western land mass between Burdoth and Sea of Cerridus, and upper half of the Anasan peninsula. The Trinnus are heavily populated with some of Jorune's most vicious creatures: scragger, cleash, mandare, etc.

Trosen Trosoen fortress city which was located on a small skyrealm above Reet. When the skyrealm fell, the city was destroyed. CB

Trosoe Original name of Lelligire.

Turrus River River that flows out of Glounda, through Hoit, and into Tarberi Bay.

Udah Large city in Dobre. Known for kole and fruits.

Vamdrey Southernmost city in Heridoth, located on east coast.

Vintch Neighborhood with heavy muadra population in Southside District of Ardoth. Comprised of Austin, Derrid, Draugna, Othen, and Vintra areas.

Vinteer Capital of Voligire.

Vintra Area in Vintch neighborhood of Ardoth.

Voligire Realm of ramian.

Vosule Sea Large northern ocean of known map of Jorune.

Vosule, Waters of Treacherous waters south of Voligire.

Weary Vaulter, the Common name for the Thutubin SkyRealm of Thantier.

Wesael Tower Western tower guarding entrance of Dowseh Bay in Jasp.

West Trinnu Jungle Lands Larger rain forest across the Trinnu Gulf from the East Trinnu Jungle Lands.

Westgate Neighborhood in Shandane District of Ardoth.

Wolton Area in Arkin neighborhood of Ardoth known for its variety of incleps.

Yobreh Capital of Lundere.

Yobreh Bay Port bay between Dobre and Lundere. Site of city of Yobreh.

Yods The lands directly south of York and Simbi. §

York Large city on east coast of Heridoth.

Yorkni The land around York. §

Yucen The land south of the Yucid Mountains. §

Yucid Mountains Range of mountains in southern Heridoth.

Yurrka Lerrin in fields south of Ardoth engaged in durlig farming. CA

IMPORTANT NAMES IN JORUNI HISTORY

Allonkarb, Khodre Late father of the current dharsage of Burdoth.

Arilell, Sar Ardis Dharsage at time of 3161 Sydran rebellion.

Auklin Powerful competitors to the Carissey family in Khodre before the arrival of the Ardothian mining families.

Bomoveris, Carl Associate of Iscin. True cause of Iscin's death in crugar tradition.

Borkelby Popular muadra leader from early in the 35th century. The Borkelby tarro, discovered by him in the Hobeh south of Dobre, is named for him.

Cardis, Marshill Unpopular appointment to replace Rhan Harsri as chell of Ardoth. §

Carissey Longest established family house in present-day North Khodre. Probably of Thantierian origin.

Cartan, Esilla Jaimare Prince Khodre's wife and Dharsage Dhardrenn's mother (deceased). §

Cattletross, Penzer Chell of Lelligire responsible for his fleet's destruction in the Ramian War in 3473. §

Chaln Docha (shauln DOE-shah) Born Eris 51, 3406; died Auss 65, 3438. Famous crugar warrior who led his troops into Burdoth. Mispronouncing the "sh" as "ch" makes his name translate to "clumsy idiot."

Choundra (SHOWN-drah) Crugar who murdered the scientist Iscin. His name is used as a curse by crugar for their own kind, and is particularly vicious from the lips of cygra. He is officially honored by Chen Ichi.

Creb, Ransly Burdothian noble who was captured by the Maustin Caji. He was placed in a keeper rod by shantha. § MC

Ransly Creb

D'Serris One of the Ardothian families that traveled to Carissey to develop mining interests. §

Dhardrenn, Khodre Current dharsage of Burdoth. His birthday, 78 Crith, is celebrated by most Ardothians. His wife is Rolesia Mincarra; his sons are Dharmar, Rhalter, and Jerdan.

Dharmery One of the Ardothian families that traveled to Carissey to develop mining interests. Now a powerful Khodren family, equal to the family line of the Burdoth dharsages. §

Dharmery, Lailia Mother of Saress Khodre. Ruled North and South Khodre (formerly Carissey) until her abdication in favor of Saress in 3462. §

Dharmery, Saress See Khodre, Saress.

DharWin Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.

Doss, Caji Student of Caji Gends and member of Maustin Caji that stopped Ninindrue Plague Slayings. Carried Way of Gends to Jasp's muadra in 2947 PC.

Elayn, Laindra Woman of the city of York who in ancient times traveled many realms and sculpted figures of the creatures she saw upon her return. This started a renaissance in travel and trade on Jorune. The city of Laindis in the Sobayid is named for her. §

Garicheer, Ko Jey Ramian Gire who broke peace with Jasp in 1162 PC.

Gauss, Khaun Son of Mayatrish and Paul Gauss. Founder of the city of Khaun Gauss in the Gauss Valley of Burdoth.

Gauss, Paul Human who found Iscin's journals and rediscovered the secret of durlig. With his wife Mayatrish, he protected human mutations and Iscin races in the early 7th century.

Geer, Jarman Jaspian muadra hero who in 1162 PC used primitive crystal rafts to attack a ramian Gire fleet from the air and saved the country from invasion.

Gends, Caji First of the muadra to learn dyshas. Leader of Maustin Caji assault on crugar at Ninindrue Plague Slayings.

Gomo, Salrough Thriddle seer who established the new era. Still plays major role as liaison between governments of Jorune.

Harangire, Kah Denni Ramian Chiven Rachu-eh ambassador and harbinger of era of peace between Jasp and Voligire in the 900's. Patron ancestor of Jaspian ramian.

Harboh Dobren general who signed the Klein-Khodre Accord. §

Harik, Ton Jaspian Iscin hero who, according to legend studied skyrealms of Jasp and constructed first crude levitating craft in 842 PC.

Harsri, Rhan Despised former chell of Ardoth. Temporary chell while Khodre Allonkarb was in Temauntro during the Energy Weapons War. Hated by muadra because he gave order to expel muadra from Ardoth. Blamed for the sinking of the warship Camder. §

Hie, Lord Legendary Heridothian leader, believed to have lived sometime between 12th and 15th centuries. He is credited with unification of several Heridothian families for expansion into the Sobayid, colonization of islands and points within Burdoth, raising level of overall Heridothian health with public sanitation, and building of great walled cities of Heridoth. Lord Hie may be mythic combination of several Heridothian leaders during the dark ages of Joruni history.

Ho-Gomo, Bennid Thriddle friend of Caji Gends who taught crugar how to weave Lightning Blast dyshas.

Ho-Trid, Kirra Thriddle advisor to Khodre Allonkarb, and Khodre Dhandrenn's mentor. Author of "Those You Will Meet."

Huston Wealthy boccord family that made their fortune by printing twelve sacred texts of Tran'Haddan for sale in claysis across Jorune. Founders of Huston Union, a banking organization.

Iscin, Theodore Paul Born Eris 5 (by tradition); died Mullin 34, 27 PC. Bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. Killed by Choundra, one of his creations.

Jorune, Kadija Rhen Earth astronomer credited with the planet's discovery.

Khanat Jaspian clan respected for its meticulous bookkeeping and profitable negotiations. Has overcome dark stain left by an ancestor Sage who ruled Jasp with a corrupt administration and was overthrown in popular revolt in 3077.

Khanat, Sage Near-legendary despot of Jasp who was deposed by popular revolt in 3077.

Khardarren Wealthy Burdothian family. Several generations of this family have proven themselves to be powerful strategists and tacticians in service to Khodre Allonkarb and Khodre Dhardrenn.

Khodre, Saress Ruler of North and South Khodre. Half-sister of the current dharsage of Burdoth.

Ko-Trid, Klein Tan-Iricid thriddle who negotiated end of Energy Weapons War. He now lives on Ehvans and has had only limited dealings with Ardoth since the signing of the Klein-Khodre Accord.

Kol, Gire Legendary first ramian pirate. Although hated by own people for becoming a pirate, he saved them from a plague with raids of other lands for shirm-eh.

Krose, Danthro Respected Ardothian drenn who has travelled the world and carried his tales back to eager audiences.

Mayatrish Wife of Paul Gauss. Between 609-616 PC, Gauss and Mayatrish protected the growing numbers of human mutations and Iscin races. Mayatrish is honored as a diety among many of these races.

Sarla Vintner of S'nabla who created process used in making sarla wine.

Shandane, Learric Sholisian general who, in 3007, saved Ardoth from demise at the hands of the crugar. A district of Ardoth is named after him. §

Sho Copra Tra Sholari shantha who taught isho powers to Caji Gends.

So-Gomo, Stanra Thriddle querrid who let slip to Khodre Dhardrenn the fact that thriddle had known of more Earth-tec that they had not revealed during the Energy Weapons War. This caused Khodre to have all thriddle expelled from Ardoth.

T'san, Salmansi Sydran leader who took his people out of Elds and into Glounda Forest. §

Tarsory Powerful but eccentric family of Heridoth that has fallen in power over the past few decades. CA

Tarsory, Yan Gizer Charismatic and eccentric cousin of Khodre Allonkarb. Responsible for Prince Allonkarb's involvement in the war in Heridoth. CA

Terassi, Hulsan Tologran dictator overthrown in 2677 PC with aid from ramian.

Trohan, Rhan Current chell of Ardoth. §

Torran, Darthis Chell of Ardoth who fell victim to crugar attack during the Energy Weapons War. He was temporarily replaced by Rhan Harsri. CA

Crugar with hak-frist over recent kill

A NIGHT ON THE TOWN

Introductory Solitaire

This mini-adventure is designed to allow a sholari to go through a short scene and experience the feel of a small adventure for SkyRealms of Jorune. There are eleven possible finales, from death in a rubbish pile to winding up safe with more money than you started with. Refer to the Sholari's Glossary for unfamiliar words.

First create a character, or use an NPC from the Third Edition book. When the adventure tells you to roll, it means roll 1d20 for your character, and, when appropriate, another 1d20 for your opponent(s). Use a pad of paper to keep track of Stamina points for you and your opponents in combat.

THE ADVENTURE BEGINS: You are in Quay's Illidge, a homey neighborhood public house in the Oiders district in Ardoth. It is a nice, warm evening in late eris and the city has been fairly peaceful lately. The room is lit by candles and the occassional Light Orb of a muadra who feels he can spare the isho. The patrons are a comfortable mix of humans, boccord, muadra, woffen, bronth and trarch. A few competitions of strength are taking place as contestants lock hands and those around them place bets with clinking gemules and gemlinks on the table. Your money is getting tight, though, and you can't afford to lose a week's living money. Your meal and drinks come to two and a half yules so you wander over to Quay, the owner of the establishment. Roll for Spot. If you succeed, go to **E5**; if you fail, go to **C7**.

A1 How sad. You aren't even awake to watch how cleanly the beagre pick your body. There are dozens, so by morning you are just a pile of bones and the least favorite bits of meat. Even your clothes have been eaten. You are very dead. Oh well. ***END***

A2 Quay summons his corastin bouncers and asks them to bounce you. Roll on Agility to avoid their grasp. If you succeed, go to **C5**; if you fail, go to **D7**.

A3 If you hit the trarch, roll for damage (he wears no armor). While the trarch charged, the yords moved into position; they now have him on the floor and the yordin calls for them to drag him off to herris. The yordin turns to you and says there will be a reward for catching this fellow; he is passing phony gemlinks for the ramian. By helping the authorities *prove* that these counterfiets exist, you have helped Burdoth in its ongoing intrigues against the ramian. You leave Quay's for a quiet night's sleep at the Shen. You start dreaming about how big the reward might be .... ***END***

A5 Roll for your attack. If you hit, roll for damage. The two dytes (or the surviving dyte) can each take 14 points of damage at the beginning. Using the charts on the Sholari Screen (or pages 113-115 in the Third Edition), keep track of damage and injuries for the dytes. If both dytes are still up, go to **C4**. If one dyte is down, go to **B1**. If both dytes are down, go to **D1**.

A6 Choose your defense and roll. If you succeed, go to **B6**; if you fail, roll for damage and go to **B7**.

A7 On the way to the docks you get jumped by dyte punks. Go to **C4**.

A8 You say hello to Quay and have another drink. Roll on your Spot. If you succeed, go to **E5**; if you fail, go to **C3**.

B1 The surviving dyte is driven to a backup weapon and draws a sword. He has a 9 skill. Choose your defense and go to **E1**.

B2 The corastins bounce you into an arbrey stack pile in the alley behind Quay's Illidge. Unfortunately, the bouncers drop you on your head. Roll on Constitution. If you succeed, go to **D8**; if you fail, go to **A1**.

B3 The yordin likes you and sends the yords back to the station. In confidential tones the yordin tells you that these counterfeit gemlinks tie into suspicions that ramian have control of some Earth-tec. He thinks the money came from the trarch in Quay's – trarch often hire out on ramian ships. He asks you to keep this information to yourself (which we *know* you will do) and suggests a bright person like you might want to check out the Thriddle Center for a job. With a hearty clap of a hand on your shoulder, the yordin leaves and you head back to the Shen, a little richer and a little wiser. ***END***

B5 Quay begins to understand something is wrong with his money and gets scared. Roll on your Social skill again to calm him down. If you succeed, go to **F1**; if you fail, go to **A2**.

B6 If you choose to fight, go to **A5**. If you choose to run, you get about 1d6 yards. Roll your Withdraw. If you succeed, you go another 1d6 yards and roll again. If you get 3d6 yards away, you successfully escaped and retreat to the safety of your room at the Shen. Go to **E6**. If you fail, go to **B8**.

B7 Keep track of your Stamina and injuries according to the charts on the Sholari Screen or on pages 113-115 of the Third Edition. If you have no Stamina left, go to **F3**. If you have Stamina left, go to **B6**.

B8 The dytes have cornered you. You must fight at least one round against them. Go to **C4**.

C1 If the dyte succeeds with the sword, go to **A6**. If he misses and you want to fight, go back to **A5**. If you now want to run, roll on your Withdraw. If you succeed, go to **E7**; if you fail, begin **C1** again.

C2 Yordin Domo Cor and his squad of four yords arrive. The yordin is a well-dressed woffen drenn with a commanding manner. When he enters the room the gambling stops and everyone gets very quiet. The yordin begins to question you and Quay. He asks a few good questions, and announces he is fairly sure you are not part of a counterfeiting ring, as gemlinks are cut with laser torches. But *someone* is able to make false crystal currency. Roll your Spot. If you succeed, go to **D7**; if you fail, go to **D2**.

C3 It's a really boring night – no bar fights, no drunken muadra showing off their latest dyshas – no one even has any gas. It's getting late. To go back to the Shen, go to **E6**; to order another drink, go to **A8**.

C4 The two dytes each have Lightning Blast dysha. Both of them throw their dyshas. They hit on a roll under 11, so roll twice (once for each attacker). Roll on your Agility to evade each hit. If you succeed, go to **B6**; if they hit you, roll for damage and go to **B7**.

C5 You run outside, into an alley, and hide in the rubbish heap behind a butcher shop. There are lots of bits of rotting meat and fat and bone, combined with the natural stench of beagre as they scavenge in the pile before the arbrey worms break down the material for fuel. When the corastin have gone you hurry back to

the Shen for a bath and a night's sleep. You have to start looking for work tomorrow. ***END***

C6 You tell the yord about the trarch, who bellows a battle cry and charges you with his upraised club. Roll for your weapon, your Agility (to dodge), *or* Withdraw. If you succeed on your weapon, go to **A3**; if you fail, go to **D4**. If you succeed on your Agility or Withdraw roll, go to **E2**; if you fail, go to **D3**.

C7 Get your change and leave the illidge. If you want to go back to your room at the Shen, go to **E6**. If you want to take a walk by the docks before turning in for the night, go to **A7**.

D1 You check the pockets of the fallen dytes, just to see if the evening is going to be a total loss. They have 1d6 gemlinks between them and two bags of red crystals, worth about two gemlinks. You hear people calling out from nearby buildings – "Did you hear something?" and "I think it came from over there." To go back to the Shen, go to **E6**. To go back to Quay's, go to **A8**.

D2 You ask the yords if you can exchange your counterfeit gemlinks for the real thing. The yordin sighs and tells you that he's sorry, but these gemlinks are counterfeit and have to be confiscated – and they can't be made good. Sorry. Go to **E4**.

D3 The trarch club connects with you. Roll for Body Location and Damage according to the charts on the Sholari Screen or pages 113-115 of the Third Edition. The yords are able to subdue the trarch and the muadra yord casts Faint dysha, which causes the trarch to pass out. If you are still alive, the yords will help you back to your room at the Shen. They tuck you in and suggest you not let the trarch find you in Ardoth tomorrow. You agree and fall asleep, only to have very bad dreams. ***END***

D4 The trarch dodges, but the yords have him on the floor before he can reach you. It takes all four yords to hold him down and he keeps screaming "Kill you. Zhak kill you!", so you think it would be a good time to slip out quietly and catch a good night's sleep. You suddenly want to leave Ardoth early tomorrow. ***END***

D5 The yordin remembers you. If you want to get some information out of him, roll your Social. If you succeed, go to **B3**; if you fail, go to **D6**.

D6 The yordin eyes you suspiciously – are you up to something? You feel very uncomfortable talking to five uniformed law officers, one of whom is a drenn with an unnerving ability to quiet a noisy illidge. You smile sickly as the yordin says, "I'm going to be keeping my eye on you." The five leave you and you quickly make your way to the Shen for a good night's sleep. You suddenly have the idea that it would be very good if you left Ardoth early in the morning! ***END***

D7 One of the trarch in the crowd seems very nervous. If you want to tell the yordin, go to **C6**; if you want to keep it to yourself, go to **D2**.

D8 You take damage as for a fall (see the charts on the Sholari Screen), but you aren't unconscious unless you die in the fall. If you are still conscious, you see the open mouths of scavenging beagre who are ripping their way through the pile for their supper. You jump up and run away from the corastin and the beagre. You drag yourself into the Shen and use one of your counterfeit coins to pay for a hot bath. It's been a rough day. ***END***

E1 If you choose to fight, go to **C1**. If you choose to run, you get about 1d6 yards. Roll your Withdraw. If you succeed, you go another 1d6 yards and roll again. If you get 3d6 yards away, successfully escaped and retreat to the safety of your room at the Shen. Go to **E6**. If you do not escape, go to **B7**.

E2 The trarch brings his club down but you are no longer where you were. As the spike in the club sticks to the floor, the yords have the trarch on the floor. He keeps screaming "Kill you. Zhak kill you!", so you think it would be a good time to slip out quietly and catch a good night's sleep. You suddenly want to leave Ardoth early tomorrow. ***END***

E3 Quay can't understand what you're babbling about, and he doesn't like being yelled at. Go to **A2**.

E4 Quay is hiding his face behind the keg of rusper he is transferring to the bar from the back room. He says he's sorry, but he can't be responsible for the bad gemlinks. If you want to try to cajole him into splitting the loss, roll your Social. If you succeed, go to **F4**; if you fail, go to **E3**.

E5 Something is wrong with your change: It looks a little strange. You try to tell Quay. Go to **F2**.

E6 You go back to the Shen, go to sleep and nothing happens. Have a nice life. ***END***

E7 You are able to break away and run back to the bridge between Oiders and Es'Wother. If you want to go back to the Shen, go to **E6**. If you want to go back to Quay's, go to **A8**.

F1 You make an eloquent speech about the value of friends, and good word-of-mouth for keeping his customers growing. Quay pouts and says he can't really afford it, but he gives you eight gemlinks to tide you through the next week, until you get your next paying job. While he is counting out your money, his blount spills some stomeh on a finely dressed muadra, who begins cursing and threating to burn down the illidge. Quay panics and makes a mistake; he shoves some money into your hand as he rushes to calm his soggy guest. One of the coins is a gem – you have more money now than you did when you came in! You slip out quietly while the muadra rants about his ruined clothes and scamper down the street a few buildings. The yordin and his four yords are coming out of Quay's and walk your way. If you want to talk to them, go to **D5**. If you want to go back to the Shen, go to **E6**.

F2 Quay has broken up too many bar fights and been hit over the head with a stomeh jug a few times too many – he doesn't understand what you're saying. Roll on Social to get through to him. If you succeed, go to **B5**; if you fail, go to **A2**. If you want to call for yords, go to **C2**.

F3 You are dead. Dead is dead. The dytes take your last few links from your still smoking, lifeless body and run off into the night. ***END***

F4 Quay buys you a free drink and asks the blount working behind the bar to go find Yordin Dromo Cor to help figure things out. If you want to wait, go to **E4**, if you want to go home, go to **E6**.